ONLY £2.25

THE BEST FOR NEW MACHINES

● WIN A £1,500 PENTIUM PC! ●

COMPUTER AND VIDEO GAMES

reviewed!
PLAYSTATION RAIDEN
Proof that a game doesn't have to be flash to be good!

JUNGLE STRIKE
the Mega Drive monster hits SNES, PC and Game Boy!

DARK FORCES
LucasArts' greatest game reviewed – plus news on Saturn Star Wars!

EVERY MAJOR GAME REVIEWED AND RATED

100% INDEPENDENT

SPRING SOFTWARE SIZZLERS!

TRUE LIES – Is Arnie back with a bang, or a whimper?

TOUGHMAN BOXING – 32-Meg of powerhouse action!

STARBLADE – Bigger, faster, better, harder!

APRIL 1995
ISSUE NO 161
68.00 ASCH DM 12.50 S$ 13.50 $5.95 7000 L

NEED FOR SPEED
35.99 3DO

THEME PARK
34.99 3DO

ROAD RASH
35.99 3DO

WING COMM.
32.99 3DO

FIFA SOCCER
35.99 3DO

DOOM
49.99 JAG

ALIEN VS PREDATOR
50.99 JAG

IRON SOLDIER
47.99 JAG

KASUMI NINJA
47.99 JAG

CHECKERED FLAG
50.99 JAG

D/KONG COUNTRY
49.99

THEME PARK
36.99

PGA TOUR GOLF
19.99

STREET RACER
34.99

STUNT RACE FX
41.99

SECRET of MANA
33.99

EARTHWORM JIM
49.99

INT'L SUPER SOCCER
39.99

JOHN MADDEN 93
9.99

DOOM
47.99 32X

VIRTUA RACING
47.99 32X

STAR WARS
47.99 32X

CANNON FODDER
36.99

ROAD RASH 2
19.99

MEGA B/MAN
31.99

MEGA GAMES 1
15.99

M/MACHINES 2
36.99

STRIDER
9.99

SYNDICATE
34.99

FIFA INT'L SOCCER
36.99

E/WORM JIM
43.99

SUPER NES

* = NEW GAME

AIR CAVALRY • 39.99
ALIEN VS PREDATOR 33.99
BARKLEY SHUT UP AND JAM! 35.99
BATTLETECH • 44.99
BOXING LEGENDS OF THE RING 40.99
BUBSY 15.99
BUBSY 2 • 38.99
CANNON FODDER 40.99
CHOPLIFTER 3 ..... 29.99
CLAYFIGHTER 2 - JUDGEMENT CLAY • 49.99
CRAZY CHASE • 39.99
DEMOLITION MAN • 39.99
DESERT FIGHTER • 19.99
DONKEY KONG COUNTRY 49.99
DRAGON 39.99
EARTHWORM JIM 49.99
FIFA SOCCER 35.99
INTN'L SUPERSTAR SOCCER • 39.99
JOHN MADDEN '93 ..... 9.99
JUNGLE BOOK 37.99
JURASSIC PARK 19.99
KEVIN KEEGAN PLAYER MANAGER 19.99
LETHAL ENFORCERS (WITH GUN) 59.99
LION KING 48.99
LORD OF THE RINGS • 37.99
LOST VIKINGS 19.99
LOST VIKINGS 2 • 45.99
MADDEN '95 ..... 37.99
MARIO ALL STARS 39.99
MICKEY'S ULTIMATE CHALLENGE • 38.99
MICKEYMANIA 45.99
MICRO MACHINES 38.99
MORTAL KOMBAT 17.99
MORTAL KOMBAT 2 ..... 49.99
MR TUFF • 40.99
NBA LIVE '95 (BASKETBALL) 44.99
NFL QUARTERBACK CLUB • 49.99
NHL '95 (ICE HOCKEY) 37.99
NHLPA '93 ICE HOCKEY 14.99
NO ESCAPE • 38.99
PACMAN 2 • 34.99
PGA TOUR GOLF 19.99
PORKY PIG • 41.99
POWER RANGERS 44.99
POWERDRIVE 37.99
SECRET OF MANA 33.99
SENSIBLE SOCCER 19.99
SIDE POCKET • 41.99
SIM CITY 19.99
SMASH TENNIS 34.99
SPARKSTER 34.99
STAR TREK: STARFLEET ACADEMY • 37.99
STARGATE • 49.99
STARWING 14.99
STREET RACER 34.99
STUNT RACE FX 41.99
SUPER BC KID • 40.99
SUPER BOMBERMAN (4 PLAYER GAME) 19.99
SUPER BOMBERMAN 2 ..... 40.99
SUPER KICK OFF 19.99
SUPER MARIO KART 33.99
SUPER METROID 41.99
SUPER PUNCH OUT • 39.99
SUPER RETURN OF THE JEDI 48.99
SUPER STAR WARS 34.99
SYNDICATE 37.99
THE ADV OF BATMAN AND ROBIN 48.49
THE MASK • 37.99
THE SIMPSONS
- ITCHY AND SCRATCHY • 38.99
THE SMURFS • 33.99
THEME PARK (DUE APRIL) 36.99
THUNDER IN PARADISE • 41.99
TRUE LIES • 49.99
TURN AND BURN 19.99
UNIRALLY • 39.99
WARIO'S WOODS • 34.99
WORLD CUP USA '94 ..... 19.99
WWF RAW • 38.99
ZELDA 3 - LINK TO THE PAST 26.99

LYNX

BASKETBRAWL • 8.99
BILL AND TEDS EXCELLENT ADV • 8.99
CASINO • 8.99
CHECKERED FLAG • 10.99
CHIP'S CHALLENGE • 8.99
CRYSTAL MINES 2 • 8.99
DESERT STRIKE • 24.99
DINO OLYMPICS • 8.99
DIRTY LARRY - RENEGADE COP • 8.99
GATES OF ZENDECON • 14.99
HOCKEY • 8.99
ISHIDO • 8.99
LEMMINGS • 10.99
MS PACMAN • 14.99
NFL FOOTBALL • 14.99
PINBALL JAM • 8.99
PITFIGHTER • 24.99
RAMPAGE • 8.99
RAMPARTS • 24.99
SCRAPYARD DOG • 8.99
SHADOW OF THE BEAST • 8.99
SHANGHAI • 8.99
SLIMEWORLD • 8.99
STEEL TALONS • 14.99
SWITCHBLADE 2 • 8.99
TOKI • 24.99
TURBO SUB • 8.99
VIKING CHILD • 8.99
WARBIRDS • 14.99
WORLD CLASS SOCCER • 8.99
XENOPHOBE • 8.99
ZARLOR MERCENARY • 8.99

MEGADRIVE

ALIEN 3 ..... 17.99
ANIMANIACS 32.99
ATP TENNIS • 39.99
BONKERS • 32.99
BOOGERMAN • 44.99
BUBBLE AND SQEAK 29.99
CANNON FODDER 36.99
CLAYFIGHTER • 37.99
COMBAT CARS 17.99
COOL SPOT 19.99
CORPORATION 17.99
DAFFY DUCK IN HOLLYWOOD • 35.99
DEMOLITION MAN • 36.99
DUNE 2 (BATTLE OF ARRAKIS) 35.99
DYNAMITE HEADDY 33.99
EA TENNIS (IMG INTL TENNIS) 24.99
EARTHWORM JIM 43.99
ECCO 2 - THE TIDES OF TIME 33.99
EURO CLUB SOCCER 14.99
FIFA INTERNATIONAL SOCCER '95 ..... 36.99
FIFA SOCCER (EA 4 PLAYER GAME) 31.99
GODS 14.99
JELLY BOY • 33.99
JIMMY WHITE'S SNOOKER 25.99
JOHN MADDEN '92 ..... 9.99
JOHN MADDEN '93 ..... 14.99
JUNGLE BOOK 37.99
JURASSIC PARK 35.99
JURASSIC PARK - RAMPAGE EDITION 34.99
LEMMINGS 17.99
LEMMINGS 2 ..... 39.99
LETHAL ENFORCERS (WITH GUN) 52.99
LETHAL ENFORCERS 2 ..... 37.99
LHX ATTACK CHOPPER • 15.99
LION KING 39.99
LOTUS TURBO CHALLENGE 17.99
MADDEN NFL '95 ..... 36.99
MEGA BOMBER MAN 31.99

MEGA GAMES 1
WORLD CUP ITALIA '90, COLUMNS, SUPER HANG ON **15.99**

MEGA TURRICAN 28.99
MEGASWIV • 33.99
MICKEY AND DONALD
- WORLD OF ILLUSION 17.99
MICKEY MOUSE 16.99
MICKEY'S ULTIMATE CHALLENGE • 38.99
MICKEYMANIA 38.99
MICRO MACHINES 2 ..... 36.99
MORTAL KOMBAT 29.99
MORTAL KOMBAT 2 ..... 43.99
NBA LIVE '95 (BASKETBALL) 36.99
NFL QUARTERBACK CLUB • 41.99
NHL ICE HOCKEY '95 ..... 35.99
NHL PA ICE HOCKEY '93 ..... 13.99
PETE SAMPRAS TENNIS
(4 PLAYER GAME) 36.99
PGA EUROPEAN TOUR 29.99
PGA TOUR GOLF 3 ..... 36.99
POWER RANGERS 32.99
POWERDRIVE 33.99
POWERMONGER 11.99
PROBOTECTOR 37.99
PSYCHO PINBALL 36.99
RED ZONE 37.99
REVENGE OF SHINOBI 13.99
RISE OF THE ROBOTS 44.99
RISTAR • 35.99

ROAD RASH 2 ..... 19.99
ROAD RASH 3 • 31.99

ROBOCOD (JAMES POND 2) 12.99
ROCK 'N' ROLL RACING 33.99
RUGBY WORLD CUP '95 ..... 37.99
SENSIBLE SOCCER 19.99
SENSIBLE SOCCER INTERNATIONAL 29.99
SHAQ FU 24.99
SHINING FORCE 2 ..... 39.99
SKITCHIN' 16.99
SOLEIL • 39.99

SONIC THE HEDGEHOG 9.99
SONIC 2 ..... 19.99
SONIC 3 ..... 39.99
SONIC AND KNUCKLES 39.99
SONIC SPINBALL 19.99

SPARKSTER 33.99
SPEEDBALL 2 ..... 14.99
STORY OF THOR • 42.99
STREETS OF RAGE 16.99
STREETS OF RAGE 2 ..... 19.99
STREETS OF RAGE 3 ..... 39.99
STRIDER 9.99
STRIKER • 35.99
SUBTERANNIA • 32.99
SUPER KICK OFF 19.99
SUPER MONACO GP 11.99
SUPER STREETFIGHTER 2 ..... 46.99
SYLVESTER AND TWEETY 37.99
SYNDICATE 34.99
TERMINATOR 16.99
THE INCREDIBLE HULK • 19.99
THE SMURFS • 33.99
TINY TOON ADVENTURES
- ACME ALL STARS 33.99
TOE JAM AND EARL 2 ..... 21.99
TOUGHMAN CONTEST • 40.99
TRUE LIES • 41.99
URBAN STRIKE 35.99
VIRTUA RACING 49.99
WORLD CUP USA '94 ..... 17.99
WWF RAW • 45.99
WWF WRESTLEMANIA 12.99
ZERO - KAMIKAZE SQUIRREL • 37.99
ZERO TOLERANCE 35.99

MEGADRIVE 32X

COSMIC CARNAGE • 45.99
DOOM 47.99
MOTOCROSS CHAMPIONSHIP • 35.99
STAR WARS ARCADE 47.99
SUPER AFTERBURNER • 35.99
SUPER SPACE HARRIER • 35.99
VIRTUA RACING DELUXE 47.99
ANOTHER WORLD 2 ..... 37.99

MEGA CD

CANNON FODDER • 36.99
DEMOLITION MAN • 36.99
DUNGEON MASTER 2 • 37.99
EYE OF THE BEHOLDER • 32.99
FRANKENSTEIN • 31.99
GROUND ZERO TEXAS (RATED 15) 18.99
HEIMDALL • 37.99
LETHAL ENFORCERS (WITH GUN) 45.99
MORTAL KOMBAT 36.99
NO ESCAPE • 34.99
PITFALL - THE MAYAN ADVENTURE • 31.99
REBEL ASSAULT 41.99
SNATCHER 32.99
SONIC CD 24.99
SOUL STAR 36.99
STARBLADE • 34.99
THEME PARK • 34.99
THUNDERHAWK 23.99
YUMEMI MYSTERY MANSION 29.99

JAGUAR

AIR CAR WARS 45.99
ALIEN VS PREDATOR 50.99
BIG SECRET 37.99
CANNON FODDER 41.99
CHEQUERED FLAG 50.99
CLUB DRIVE 42.99
CRESCENT GALAXY (TREVOR MCFUR) 32.99
DEMOLITION MAN • 37.99
DOOM 49.99
DRAGON • 45.99
EVOLUTION DINO DUDES 34.99
INTERNATIONAL SENSIBLE SOCCER 51.99
IRON SOLDIER 47.99
KASUMI NINJA (AGES 17+) 49.99
PINBALL FANTASIES • 41.99
RISE OF THE ROBOTS • 45.99
SYNDICATE • 45.99
TEMPEST 2000 ..... 46.99
THEME PARK 45.99
TINY TOON ADVENTURES 46.99
ULTIMATE BRAIN GAMES 47.99
VAL D'ISERE SKI-ING • 45.99
WOLFENSTEIN 3D 46.99
ZOOL 2 ..... 37.99

3DO

3D ATLAS • 48.99
ALONE IN THE DARK 25.99
ANOTHER WORLD 32.99
BATTLECHESS 32.99
CYBERCLASH • 33.99
DEMOLITION MAN 28.99
DIGITAK DREAMWARE • 16.99
DRAGON • 28.99
DRAGON'S LAIR 34.99
ELEVENTH HOUR (RATED 18) • 32.99
ESCAPE FROM MONSTER MANOR 32.99
FAMILY FEUD • 32.99
FIFA SOCCER 35.99
FLASHBACK 29.99
FLYING NIGHTMARES (DUE APRIL) • 28.99
GEX • 37.99
GRIDDERS • 33.99
HELL (RATED 18) • 32.99
INCREDIBLE MACHINE • 33.99
IRON ANGEL • 34.99
JOHN MADDEN 3DO 32.99
KILLING TIME • 35.99
MEGA RACE 41.99
NEED FOR SPEED 35.99
NIGHT TRAP 28.99
OFF WORLD INTERCEPTOR 40.99
PATAANK 32.99
PEBBLE BEACH GOLF • 34.99
POWERS KINGDOM • 34.99
POWERSLIDE 34.99
QUARANTINE • 32.99
REAL PINBALL • 34.99
REBEL ASSAULT 35.99
RETURN FIRE • 35.99
RISE OF THE ROBOTS 39.99
ROAD RASH 3DO 35.99
SAMURAI SHODOWN • 32.99
SEWER SHARK 28.99
SHOCKWAVE 34.99
SHUT DOWN • 34.99
SLAYER • 31.99
SOCCER KID 3DO 22.99
SPACE ACE • 37.99
SPACE SHUTTLE • 28.99
STAR CONTROL 2 ..... 32.99
STATION INVASION • 35.99
SUPER STREETFIGHTER 2 TURBO • 54.99
SUPER WING COMMANDER 32.99
THE HORDE 34.99
THEME PARK 34.99
TOTAL ECLIPSE 34.99
TWISTED 32.99
VIRTUOSO 35.99
WAY OF THE WARRIOR 32.99
WING COMMANDER 3 • 34.99
WORLD CUP GOLF 32.99

AMIGA

A-TRAIN + CONSTRUCTION SET 12.99
A320 AIRBUS • 20.99
AIR SUPPORT • 9.99
AKIRA • 20.99
ALIEN BREED TOWER ASSAULT (512K) 13.99
AMAZON QUEEN • 20.99
AMERICAN GLADIATORS (512K) (NO12) 13.99
ARCADE POOL 7.99
B17 FLYING FORTRESS • 12.99
BATTLE FOR THE ASHES • 9.99

BEAU JOLLY COMP
CANNON FODDER, SETTLERS, CHAOS ENGINE, T2 ..... **25.99**

BENEATH A STEEL SKY 22.99
BIG 100 (100 SHAREWARE GAMES) • 8.99
BUBBA 'N' STIX (512K) 9.49
CANNON FODDER 12.99
CANNON FODDER 2 ..... 19.99
CAPTIVE 2 - LIBERATION • 8.99
CENTERFOLD SQUARES • 4.99

CHAMPIONS OF SPORT
CHAMPIONSHIP MANAGER 93, F1 INTERNATIONAL RUGBY • **15.99**

CHAMPIONSHIP MANAGER 93/94 ..... 6.99
CHAMPIONSHIP MANAGER COLLECTION (1995 EDITION) • 18.99
CHAMPIONSHIP MANAGER COLLECTION (93/94 + UPDATE DISK) 14.99
CHUCK ROCK • 8.99
CIVILISATION 24.49

CLASSIC COLLECTION - DELPHINE
FLASHBACK, CRUISE FOR A CORPSE, ANOTHER WORLD, OPERATION STEALTH, FUTURE WARS **20.49**
CLASSIC COLLECTION - LUCAS ARTS
(MONKEY ISLAND, INDY JONES & THE LAST CRUSADE, LOOM, MANIAC MANSION, ZAK MCKRACKEN **20.49**

CLUB FOOTBALL - THE MANAGER 14.99
COLOSSUS CHESS X • 4.99

COMBAT CLASSICS 3
HISTORYLINE, CAMPAIGN, GUNSHIP 2000 **23.99**

CRICKET CAPTAIN (NOP) • 4.99
DAILY DOUBLE HORSE RACING • 4.99
DESERT STRIKE 10.99
ELITE (512K) 4.99
ELITE 2 (FRONTIER) 14.99
FIELDS OF GLORY 22.99
FIFA INTERNATIONAL SOCCER 23.49
FOOTBALL DIRECTOR 2 • 4.99
FOOTBALL GLORY 17.99
FORMULA 1 GRAND PRIX (512K) 13.49
FRONTIER - 1ST ENCOUNTERS • 19.99
HIRED GUNS 13.99
INDY JONES FATE OF ATLANTIS ADV 24.49
INNOCENT 9.99
JUNGLE STRIKE 18.99
K240 (UTOPIA 2) 13.49
LEMMINGS 2 (512K) 9.99
LORDS OF THE REALM 21.49
MICRO MACHINES (512K) 12.99
MONOPOLY (512K) 15.99
MORTAL KOMBAT 13.49
MORTAL KOMBAT 2 ..... 20.99
MR BLOBBY (512K) 8.49
NEW WORLD OF LEMMINGS 20.99
ON THE BALL - LEAGUE EDITION 12.49
ON THE BALL - WORLD CUP EDITION 12.49
OVERLORD 20.99
PGA EUROPEAN TOUR 18.99

PINBALL DOUBLE PACK
PINBALL DREAMS & FANTASIES **17.49**

PIZZA TYCOON • 22.99
POWERDRIVE 20.99
PREMIER MANAGER 3 ..... 16.99
RISE OF THE ROBOTS 27.49
RUGBY COACH • 4.99
SCRABBLE (512K) 16.49
SECRET OF MONKEY ISLAND 2 ..... 12.99
SENSIBLE GOLF 20.49
SENSIBLE WORLD OF SOCCER 19.99
SETTLERS 21.99

SIM CLASSICS 3 IN 1
SIM CITY CLASSIC, SIM LIFE, SIM ANT (1.5MB RAM REQUIRED) **23.99**

SKID MARKS 14.99

SPACE LEGENDS
WING COMMANDER, ELITE, MEGATRAVELLER 11.99

SPORTS MASTERS
PGA GOLF, INDY 500, ADV TENNIS, EUROPEAN CHAMPIONSHIP'S 1992 ... **13.99**

STEVE DAVIS WORLD SNOOKER • 4.99
STRIKER MANAGER • 4.99
SUPER STREETFIGHTER 2 • 20.99

THE GREATEST
JIMMY WHITES, LURE OF THE TEMPTRESS, DUNE **14.49**

THEME PARK 21.49
TOP GEAR 2 ..... 17.49
TORNADO 12.99
UFO - ENEMY UNKNOWN • 22.99

WORLD CUP YEAR 94
GOAL, CHAMPIONSHIP MANAGER 94 + DATA DISK, STRIKER, SENSIBLE SOCCER **14.49**

WORLD OF FOOTBALL • 20.99
ZEEWOLF 20.99

CD32

17 BIT COLLECTION
MASSIVE 2 CD SET OF GAMES, DEMOS, EDUCATION, MUSIC AND GRAPHICS • **31.99**
17 BIT CONTINUATION.
HUGE FOLLOW UP COLLECTION TO 17 BIT COLLECTION • **19.99**
AKIRA • 23.99
ALIEN BREED - TOWER ASSAULT 19.99
ARCADE POOL 11.99
BANSHEE 18.99
BENEATH A STEEL SKY 21.99
BENEFACTOR • 19.99
BUBBA 'N' STIX 19.49
CANNON FODDER 21.99
CAPTIVE 2 - LIBERATION 22.99
CD EXCHANGE VOL 1.
EXTENSIVE COMPILATION OF SHAREWARE AND PUBLIC DOMAIN SOFTWARE. CONTAINS OVER 300 MUSIC MODULES, PICTURES, ANIMATIONS AND GAMES **14.99**
CDPD VOLUME 1.
FRED FISH DISKS 1-660 AND LOTS OF PD/SHAREWARE • **19.99**
CDPD VOLUME 2.
FRED FISH DISKS 661-760 PLUS SCOPE DISKS 1-220, AB20 ARCHIVES AND LOTS MORE PD/SHAREWARE • **19.99**
CDPD VOLUME 3.
FRED FISH DISKS 761-890 AND LOTS OF GRAPHICS, VISTA PRO DEM LANDSCAPES AND CLASSICAL BOOKS TEXT • **19.99**
CDPD VOLUME 4.
FRED FISH DISKS 891-1000, OVER 700 FONTS, RAYTRACING UTILITIES, APPLICATIONS AND C COMPILER • **18.99**
CHAOS ENGINE 12.99
D/GENERATION 12.99
DIZZY - THE BIG SIX 19.99
DREAMWEB 23.99
ELITE 2 (FRONTIER) 14.99
EXTRACTORS • 19.49
FIELDS OF GLORY 22.99
FIRE AND ICE 12.99
FLINK • 19.99
FRONTIER - 1ST ENCOUNTERS • 19.99
GUARDIAN 19.99
HEIMDALL 2 - BANE OF ASGARD 21.99
JAMES POND 3 ..... 10.99
JUNGLE STRIKE 20.99
LEMMINGS 8.99
LITIL DIVIL 18.99
LOTUS TRILOGY (LOTUS 1, 2, 3) 18.99
MEGA RACE 23.99
NOW ... GAMES 1.
100 PD/SHAREWARE GAMES • **19.99**
NOW ... GAMES 2.
100 PD/SHAREWARE GAMES • **18.99**
PINBALL FANTASIES 19.99
PINBALL ILLUSIONS • 19.49
PIRATES GOLD 14.49
POWERDRIVE 20.99
RISE OF THE ROBOTS 22.99
ROAD KILL 20.99
SABRE TEAM 19.99
SENSIBLE SOCCER - INTN'L EDITION 12.99
SHADOW FIGHTER • 21.99
SIMON THE SORCERER 23.99
SKELETON KREW 21.99
SPEEDBALL 2 ..... 13.49
SUB WAR 2050 ..... 21.99
SUPER FROG 11.99
SUPER STARDUST 18.99
THEME PARK • 23.99
TOP GEAR 2 ..... 19.49
TRIVIAL PURSUIT 10.99
UFO - ENEMY UNKNOWN 21.99
ULTIMATE BODY BLOWS
BODY BLOWS & B/B GALACTIC **19.49**
WORLD CUP GOLF 20.99

AMIGA A1200 TOP 25

THEME PARK 22.99
ALADDIN 19.99
PGA EUROPEAN TOUR 19.99
UFO - ENEMY UNKNOWN 24.99
PREMIER MANAGER 3 ..... 16.99
LION KING 19.99
JUNGLE STRIKE 19.99
SUPER STARDUST 18.99
SIM CITY 2000
HARD DRIVE/5MB RAM REQUIRED 23.99
SUB WAR 2050 ..... 24.99
CIVILISATION AGA 16.99
TOP GEAR 2 (1 MB) 17.49
JAMES POND COLLECTION 11.99
DREAMWEB 23.99
DUNGEON MASTER 2 ..... 23.49
BANSHEE 18.99
FIELDS OF GLORY 23.99
ROAD KILL 20.99
FOOTBALL GLORY 19.49
STAR TREK - 25TH ANNIVERSARY
HARD DRIVE ONLY 23.99
TFX 25.99
SABRE TEAM 18.99
BLITZ TENNIS • 18.99
PINBALL ILLUSIONS • 19.49
SHADOW FIGHTER • 19.49

ALL TOP TITLES ARE TAKEN FROM SPECIAL RESERVE SALES
CALL SALES FOR OUR
NEW 16 PAGE COLOUR CATALOGUE

PC GAMES DISK TOP 40

PREMIER MANAGER 3 ..... 21.99
CANNON FODDER 18.99
LEMMINGS 2 H/D 9.99
FIELDS OF GLORY 29.99
SECRET OF MONKEY ISLAND 2 ..... 12.99
CHAMP MANAGER COLL 93/94 ..... 14.99
LION KING 20.99
ALADDIN 20.99
PREMIER MANAGER 2 ..... 9.99
TIE FIGHTER V/486/4MB 27.99
CANNON FODDER 2 ..... 23.49
TRANSPORT TYCOON SV/386/4MB 29.99
COLONIZATION V/386/4MB 28.99
DOOM 1 (GAME OF 1994) V/386/4MB. 24.99
INDY CAR RACING H/D 19.99
THEME PARK V/386/4MB 28.99
DOOM 2 V/386/4MB 29.99
FORMULA 1 GRAND PRIX 14.99

LUCAS ARTS TRIPLE PACK VOL1
X-WING, B-WING, IMPERIAL PURSUIT **30.99**
CLASSIC COLLECTION - LUCAS ARTS
(MONKEY ISLAND, INDY JONES & THE LAST CRUSADE, LOOM, MANIAC MANSION, ZAK MCKRACKEN **20.49**

ELITE 2 (FRONTIER) H/D 14.99
SAM & MAX HIT THE ROAD 18.99

WORLD CUP YEAR 94
GOAL, CHAMP MANAGER 94 + DATA DISK, FIFA INTERNATIONAL SOCCER ... **15.49**
ULTIMA 8 - PAGAN V/386/4MB 19.99
LUCAS ARTS TRIPLE PACK VOL2
INDY - FATE OF ATLANTIS, DAY OF THE TENTACLE, SAM & MAX HIT THE ROAD **39.99**

OVERLORD V/486 ..... 22.99

SPACE LEGENDS
WING COMMANDER, MEGATRAVELLER, ELITE PLUS **11.99**

SETTLERS 24.99
SYSTEM SHOCK V/386/4MB 28.99
SPEEDBALL 1 & 2 ..... 8.99
TIE FIGHTER DATA DISK VOL 1 ..... 15.49
SIM CITY 2000 SV/386/4MB 26.99

CLASSIC COLLECTION - DELPHINE
FLASHBACK, CRUISE FOR A CORPSE, ANOTHER WORLD, OPERATION STEALTH, FUTURE WARS **20.49**

ON THE BALL - LEAGUE EDITION 12.49
SYNDICATE + DATA DISK V/256C/386/4MB 25.99

SPORTS MASTERS
PGA GOLF, INDY 500, ADV. TENNIS, EUROPEAN CHAMPIONSHIP'S 1992 ... **11.99**

MICRO MACHINES 19.99
MASTER OF MAGIC 29.99
UFO - ENEMY UNKNOWN V/386/4MB 27.99
ALONE IN THE DARK H/D 16.99

PC CD ROM TOP 40

MAGIC CARPET V/486/4MB 33.99
LITTLE BIG ADVENTURE V/486/4MB 33.99
THEME PARK V/386/4MB 28.99
WING COMMANDER 3 SV/486/8MB 39.99
SAM & MAX V/256C/386/4MB 28.99
TRANSPORT TYCOON SV/386/4MB 29.99
UNDER A KILLING MOON 36.99
US NAVY FIGHTERS V/486/4MB 33.99
FIFA INTERNATIONAL SOCCER 25.99
DOOM 2 V/386/4MB 35.99
PGA TOUR GOLF 486 V/486/4MB 34.49

X-WING COLLECTION
X-WING, B-WING, IMPERIAL PURSUIT + 6 NEW LEVELS **34.49**

NASCAR 27.99

SUPER ARCADE GAMES.
OVER 100 OF THE BEST ARCADE GAMES ON ONE COLLECTION CD ... **19.99**

VOYEUR V/386/2MB (RATED 18) 27.99
COLONIZATION V/386/4MB 28.99
RISE OF THE ROBOTS V/386/4MB 31.49
MYST (WINDOWS) V/486/4MB 32.99
CREATURE SHOCK V/486/4MB 33.99
ELITE 2 (FRONTIER) H/D 14.99
DARK FORCES V/486/4MB 34.99
SIMON THE SORCERER H/D 27.99
DISCWORLD 33.49
REBEL ASSAULT V/256C/386/4MB 32.99
ECSTATICA V/386/4MB 30.99
UFO - ENEMY UNKNOWN V/386/4MB ... 22.99
SIM CITY 2000 + DATA DISK SV/386/4MB 31.99
EARTH SIEGE 28.99
DAWN PATROL 29.99
ACES OF THE DEEP 29.99
FABLES & FIENDS PART 3 V/486/4MB 25.49
BLOODNET V/256C/386 ..... 29.99

INTERPLAY TENTH ANNIVERSARY ANTHOLOGY OUT OF THIS WORLD, STAR TREK - 25TH ANNIVERSARY, CASTLES, LORD OF THE RINGS, BATTLECHESS, DRAGON WARS, WASTELAND, BARD'S TALE, TASS TIMES, MINDSHADOW **33.99**

KING'S QUEST 7 V/486/4MB 28.99
PINBALL DREAMS DELUXE V/386/4MB 23.99
TFX V/256C/386/4MB 20.99
SIM CITY 2000 SV/386/4MB 31.99
DAY OF THE TENTACLE 28.99
BENEATH A STEEL SKY 27.99
OUT POST V/256C/486 ..... 31.99

CONSOLE AND CD DEALS

ATARI JAGUAR 64-BIT CONSOLE WITH JOYPAD AND CYBERMORPH GAME 179.99
STATE OF THE ART CONSOLE WITH 16.7 MILLION COLOUR CAPABILITY AND A PROCESSOR WHICH IS CLAIMED TO BE 55 TIMES FASTER THAN THE MEGADRIVE OR SNES. GENUINE UK VERSION

CONTROL PAD FOR ATARI JAGUAR 22.99

MEGADRIVE 2 WITH EURO CLUB SOCCER 69.99
MEGADRIVE 2 WITH SUPER KICK OFF 69.99
MEGADRIVE 2 WITH SONIC 2 85.99
MEGADRIVE 2 WITH SONIC 3 105.99
MEGADRIVE 2 WITH LION KING 105.99
ALL THE ABOVE COME WITH 2 SEGA JOYPADS
MEGADRIVE 2 WITH VIRTUA RACING 114.99
& 1 SEGA CONTROL PAD

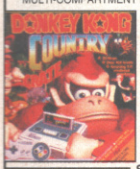
FOOTBALL CRAZY MEGADRIVE 2 DEALS 69.99

SEGA 32X EXPANSION MODULE FOR MEGADRIVE (WITH £50 COUPONS)... ... 149.99
SLOTS INTO THE CARTRIDGE PORT ON TOP OF THE MEGADRIVE 1 OR 2 AND MULTIMEGA, ALLOWING USE OF NEW, IMPROVED 32 BIT SOFTWARE

MEGA CD 1 WITH TOMCAT ALLEY AND EIGHT GAMES 174.99
MEGA CD 2 WITH TOMCAT ALLEY AND EIGHT GAMES 174.99
MEGA CD 1 OR 2 CONNECT TO MEGADRIVE 1 OR 2 TO PLAY CD GAMES OR MUSIC CDS

ALL MEGA CD DEALS INCLUDE EIGHT GAMES
ROAD AVENGER, SOL FEACE, COBRA COMMAND, COLUMNS, SUPER MONACO G.P, STREETS OF RAGE, GOLDEN AXE, REVENGE OF SHINOBI

GAME GEAR+CASE, COLUMNS & ROAD RASH 84.99
GAME GEAR+CASE, LION KING & ROAD RASH 99.99
GAME GEAR+CASE, ROAD RASH & FOUR FREE GAMES 89.99
FOUR FREE GAMES DEALS INCLUDE
COLUMNS, CHAMPIONSHIP TENNIS, PENALTY KICK & PAN AMERICAN ROAD RALLY
ALL GAME GEAR DEALS INCLUDE
MULTI-COMPARTMENT BLACK PADDED CARRY CASE FOR GAME GEAR, CAMERA ETC



SUPER NES WITH STARWING 79.99
SUPER NES WITH STREETFIGHTER TURBO 79.99
SUPER NES WITH DONKEY KONG COUNTRY 111.99
SUPER NES WITH MARIO ALL STARS 89.99
MARIO ALL STARS FEATURES SUPER MARIO 1, 2 AND 3 PLUS LOST LEVELS GAME (ON ONE FOUR-GAME CARTRIDGE)
ALL SUPER NES PACKS COME WITH ONE NINTENDO JOYPAD

SUPER GAMEBOY ADAPTOR FOR SUPER NES 44.99
ALLOWS YOU TO PLAY GAMEBOY GAMES ON A SUPER NES, SELECT COLOUR SCHEMES (FOUR COLOURS) AND CREATE AND SAVE YOUR OWN DESIGNS. ENHANCED GAMEBOY TITLES WILL PLAY IN FULL COLOUR

GAMEBOY WITH BATTERIES 37.99
GAMEBOY+CASE, TETRIS, SUPER MARIO LAND & BATTERIES 59.99
GAMEBOY+CASE, WARIO LAND, KIRBY'S DREAMLAND & BATTERIES 67.99
LOGIC 3 MAINS ADAPTOR FOR GAMEBOY 8.99
+CASE GAMEBOY DEALS INCLUDE
MULTI-COMPARTMENT BLACK PADDED CARRY CASE FOR GAMEBOY, CAMERA ETC

ATARI LYNX 2 ONLY 29.99

POWERFUL 16 BIT COLOUR HANDHELD. BACKLIT SCREEN FOR NIGHT OR DAY PLAYING. 4096 COLOURS. 16MHZ PROCESSOR. SPRITE SCALING AND 3D GRAPHICS HANDLING. STEREO SOUND. SCREEN FLIP FOR LEFT OR RIGHT HANDED PLAYERS. THE MOST ADVANCED HANDHELD AT THE MOMENT

ATARI LYNX 2 BATMAN RETURNS PACK 29.99

BATTERY PACK FOR ATARI LYNX 9.99
EXTERNAL POWER SUPPLY. POWERED BY 6 X HP2 BATTERIES (NOT INCLUDED)
MAINS ADAPTOR FOR ATARI LYNX 11.99
RECOMMENDED AS BATTERY LIFE IS SHORT

PANASONIC 3DO WITH POWERS KINGDOM GAME AND ONE CONTROL PAD ... 385.99
NEW CD BASED CONSOLE WITH
- 32 BIT RISC CPU
- 16.7 MILLION COLOUR PALETTE
- 16-BIT DSP SOUND CHIP AND 3MB RAM
- COMPATIBLE WITH KODAK PHOTO AND AUDIO CD

••• VERY SPECIAL DEAL •••
ONLY WHEN YOU BUY A 3DO, BUY A PANASONIC JOYPAD AND SAVE £15 ON RRP
PLUS PANASONIC JOYPAD FOR 3DO ONLY WHEN YOU BUY A 3DO **24.99**

PANASONIC JOYPAD FOR 3DO 39.99
PHASE 9 F-40 JOYPAD FOR 3DO 6 BUTTON JOYPAD **29.99**

AMIGA CD32 CRITICAL ZONE PACK... 220.00
WITH MICROCOSM, CANNON FODDER, LIBERATION, PROJECT X, ULTIMATE BODY BLOWS, OSCAR, DIGGERS AND ONE CONTROL PAD
CD32 IS A STATE-OF-THE-ART CD BASED CONSOLE WITH A1200 32-BIT POWER. 262,000 COLOURS FROM 16.7 MILLION PALETTE, 2 MB RAM, FAST 14MHz 68020 CHIP. PLAYS AUDIO CD'S VIA ON SCREEN DISPLAY AND DIGITAL VIDEO CD'S WITH OPTIONAL FMV ADAPTOR. GREAT VALUE.

••• VERY SPECIAL DEAL •••
ADD A PLUS THREE PACK ONLY WHEN YOU PURCHASE A CD32
PLUS THREE PACK FOR CD32 ... ... 29.99
CONTAINS ONE COMMODORE CD32 CONTROL PAD, ELITE 2 AND TRIVIAL PURSUIT CD'S

SX-1 EXPANSION MODULE FOR AMIGA CD32 ... ... 194.99
TRANSFORMS CD-32 INTO A FULLY FUNCTIONAL COMPUTER ALLOWING CONNECTION OF EXTERNAL FLOPPY DRIVE, INTERNAL AND EXTERNAL IDE HARD DRIVE, KEYBOARD, MODEM/SERIAL DEVICES, PRINTERS, RGB MONITORS AND UP TO 8MB MEMORY

SCART TV's, MONITORS & LEADS

A SCART TV/MONITOR GIVES A PIXEL-PERFECT, MONITOR-QUALITY PICTURE
SONY KVM1400 14" FST COLOUR SCART TELEVISION/MONITOR
WITH REMOTE CONTROL. 60 CHANNEL TUNING. REAR SCART INPUT. HEADPHONE SOCKET. TWO POSITION TILT, BLACK TRINITRON SCREEN, LOOP AERIAL.
FREE SCART LEAD
(STATE AMIGA, ST, MEGADRIVE 1 OR 2, SUPER NES, CD32, JAGUAR OR 3DO)

SONY 14" COL TV/MONITOR (GREY) 194.99
SONY 14" COLOUR TV/MONITOR WITH FASTEXT (GREY) 244.99
SHARP 14" TV/MONITOR + FREE SCART LEAD 189.99
PHILIPS CM8833 MK2 14" COLOUR STEREO MONITOR 199.99
WITH BUILT-IN STEREO SPEAKERS (REQUIRES MONITOR LEAD - SEE BELOW)

HI-FI AUDIO LEADS (2 PHONO PLUGS)
AMIGA/CD32/ST TO STEREO 3.99
MEGADRIVE 1 TO STEREO 6.99
MEGADRIVE 2 TO STEREO 9.99
SUPER NES TO STEREO 12.99

MONITOR LEADS
3DO TO PHILIPS CM8833 MKII 9.99
AMIGA CD32 TO PHILIPS CM8833 MKII ... 9.99
AMIGA TO PHILIPS CM8833 MKII 9.99
ATARI ST TO PHILIPS CM8833 MKII ... 9.99
JAGUAR TO PHILIPS CM8833 MKII ... 9.99
MEGADRIVE1 TO PHILIPS CM8833 MKII 9.99
MEGADRIVE 2 TO PHILIPS CM8833 MKII 12.99
SUPER NES TO PHILIPS CM8833 MKII 12.99

SCART LEADS
SCART EXTENSION 2 METRES, SCART PLUG TO SCART SOCKET, ALL PINS WIRED 11.99
2-WAY SCART SPLITTER BOX.
2 X SCART SOCKET TO 1 X SCART PLUG 11.99
3DO TO TV WITH SCART INPUT 9.99
AMIGA CD32 TO TV WITH SCART INPUT 9.99
ATARI ST TO PHILIPS TV WITH SCART 9.99
ATARI ST TO SONY TV WITH SCART ... 9.99
JAGUAR TO TV WITH SCART INPUT ... 14.99
MEGADRIVE 1 TO TV WITH SCART 9.99
MEGADRIVE 2 TO TV WITH SCART 9.99
SUPER NES TO TV WITH SCART 9.99
TV TO VIDEO (SCART TO SCART) 9.99

SUPER NES EXTRAS

ASCIIPAD SN JOYPAD FOR SNES. WITH SLOW MOTION AND TURBOFIRE **12.49**

QUICKJOY SN PROGRAM PAD PROGRAMMABLE JOYPAD HOLDS UP TO THREE PRESET MOVES IN MEMORY FOR SPECIAL MOVES USING MORE THAN ONE BUTTON **19.99**

NINTENDO CONTROL PAD FOR SUPER NES **16.99**

QUICKJOY SN PROPAD FOR SUPER NES WITH SLOW MOTION & TWO SPEED AUTOFIRE **12.99**

SUPER ADVANTAGE JOYSTICK FOR SNES. WITH SLOW MOTION, TURBOFIRE AND AUTOFIRE **20.99**

LIGHT GUN FOR LETHAL ENFORCERS **19.99**
SECOND GUN FOR 2 PLAYER GAME **17.99**
COLOURS MAY VARY

QS190 MAVERICK 2B JOYSTICK FOR SNES **10.99**

QUICKJOY SN PROGRAM JOYSTICK FOR SUPER NES PROGRAMMABLE WITH AUTOFIRE AND SLOW MOTION **24.99**

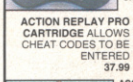
FIGHTER STICK SN FOR SNES. ARCADE STYLE JOYSTICK WITH AUTO FIRE, TURBO FIRE AND SLOW MOTION **24.99**

PHASE 9 MULTI PLAYER ADAPTOR FOR 4-PLAYER GAMES **14.99**

MEGADRIVE EXTRAS

LOGIC 3 SPEEDPAD FOR MEGADRIVE 6 BUTTON JOYPAD WITH AUTOFIRE **9.99**

SAITEK MEGAMASTER SG6 6 BUTTON JOYSTICK WITH AUTOFIRE & SLOW MOTION **16.99**

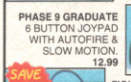


ACTION REPLAY PRO CARTRIDGE ALLOWS CHEAT CODES TO BE ENTERED **37.99**

SAITEK MEGAPAD X. SIX BUTTON JOYPAD WITH MICROSWITCHED DIRECTION CONTROL, AUTOFIRE AND SLOW MOTION **13.49**

ASCIIPAD 6 BUTTON JOYPAD FOR MEGADRIVE WITH SLOW MOTION &TURBO FIRE **14.49**

SEGA ARCADE POWER STICK 2 SIX BUTTON JOYSTICK WITH AUTOFIRE AND SLOW MOTION **33.99**



PHASE 9 GRADUATE 6 BUTTON JOYPAD WITH AUTOFIRE & SLOW MOTION. **12.99**

FIGHTER STICK MD-6, ARCADE STYLE JOYSTICK WITH AUTOFIRE TURBO FIRE & SLOW MOTION. **24.99**

LIGHT GUN FOR LETHAL ENFORCERS 1 & 2 AND SNATCHERS **19.99**
SECOND GUN FOR 2 PLAYER GAME **17.99**
COLOURS MAY VARY

AMIGA EXTRAS

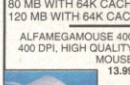
OVERDRIVE V.6 HIGH SPEED HARD DRIVES FOR A1200 AND A600
"THE FASTEST DRIVE EVER REVIEWED BY CU"
3.5" QUALITY IDE HARD DRIVE. AVERAGE ACCESS TIME 12MS. STYLED TO MATCH AMIGA. EASY INSTALLATION - PLUGS INTO PCMCIA SLOT. AQ TOOLS AND 1 YEAR WARRANTY (NOW FOR A600 TOO)

OVERDRIVE V.6 **170 MB** EXTERNAL HARD DRIVE FOR AMIGA A1200 OR A600 ... **184.99**
OVERDRIVE V.6 **420 MB** EXTERNAL HARD DRIVE FOR AMIGA A1200 OR A600 ... **239.99**
OVERDRIVE V.6 **560 MB** EXTERNAL HARD DRIVE FOR AMIGA A1200 OR A600 ... **269.99**

INTERNAL HARD DRIVES FOR AMIGA A1200 & A600
HARD DRIVES: HIGH SPEED 2.5" DRIVE. 15 MS ACCESS TIME (APPROX).
1 YEAR WARRANTY. KIT COMPLETE AND EASY TO FIT. DRIVES FULLY PREPARED
NOTE THAT OPENING YOUR AMIGA MAY INVALIDATE THE WARRANTY.

INTERNAL DRIVES FOR AMIGA A1200
64 MB WITH 32K CACHE **117.99**
80 MB WITH 64K CACHE **129.99**
120 MB WITH 64K CACHE **154.99**

INTERNAL DRIVES FOR AMIGA A600
64 MB WITH 32K CACHE **117.99**
80 MB WITH 64K CACHE **129.99**
120 MB WITH 64K CACHE **154.99**

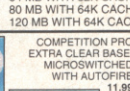


ALFAMEGAMOUSE 400 400 DPI, HIGH QUALITY MOUSE **13.99**

EKLIPSE MOUSE, MICROSWITCHED 290 DPI **10.99**

MOUSE MAT WITH SPONGE BACKING **4.99**

SWIFT TP200 JOYPAD TURBO & AUTOFIRE **9.99**



COMPETITION PRO EXTRA CLEAR BASE, MICROSWITCHED WITH AUTOFIRE **11.99**

QUICKSHOT 137F PYTHON WITH AUTOFIRE **9.99**

EXTERNAL 3.5" DISK DRIVE FOR AMIGA **49.99**

HEAVY discounts HUGE range

Special Reserve The Discount Club

10am to 8pm Daily

FREE - 16 page colour catalogue - just phone

01279 600204

Order by fax on 01279 726842 - we'll fax back to confirm receipt

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN
Members receive our 48-page Colour Club Magazine bi-monthly. Each issue reviews a selection from our extensive range and includes at least £30 worth of coupons for additional savings on top products. Members are under no obligation to buy anything.

MEMBERSHIP FEES	UK	EC	WORLD
ONE YEAR (6 MONTHS)	7.00 (4.00)	9.00 (6.00)	11.00 (7.00)

One year price includes six issues of Special Reserve magazine with £180 of XS Coupons

All prices include VAT and 2-3 working day carriage to UK mainland
Software and peripherals are sent by post, hardware by White Arrow
Allow one or two days for processing and despatch of stock items
We issue confirmations of all orders received

Overseas orders must be paid by credit card
Hardware items (battery or mains) are only supplied to the UK mainland
Overseas surcharge £2.00 per software item or **25%** on other items

KARY

(BLOCK CAPITALS please)
Name & Address _____ C& VG

Postcode _____
If Mac or PC please state DISK or CD ROM
Phone No _____ Machine _____
Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00)
item _____
item _____
item _____
item _____
Please use this box to add any **optional** fast delivery charge
1st Class Post 40p per posted item or **£10 hardware**
ALL PRICES INCLUDE UK POSTAGE & VAT £ _____
Cheque/P.O./Access/Mastercard/Switch/Visa

CREDIT CARD _____ SWITCH _____
EXPIRY DATE _____ SIGNATURE _____ (ISSUE NO. _____)

Cheques payable to: **SPECIAL RESERVE at**
P.O. BOX 847, HARLOW, CM21 9PH
Inevitably some games listed may not yet be available. Please phone to check availability. Prices and offers may change without prior notification. SAVE = Saving off full retail price. PRICES CORRECT AT TIME OF GOING TO PRESS. 10.02.95 E. & O.E.
Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.

Special Reserve The Discount Club

HUGE range of hardware, software, books, peripherals and leads for PC, CD Rom, Amiga, CD32, Sega, Nintendo, Atari, Apple, Sony, Philips and 3DO. All official UK products, all at HEAVILY discounted prices
Order by post, or by phone or come to one of the Special Reserve

OPEN 10am to 8pm CLUB SHOPS 7 DAYS A WEEK

43 Broomfield Rd **CHELMSFORD** near the bus station
The Maltings **SAWBRIDGEWORTH** near the train station

Over 250,000 people have joined Special Reserve

TRUST 486 DX2/66 MINI TOWER MULTIMEDIA PC FROM 996.59 EX VAT

GENUINE INTEL 486 DX2/66 PROCESSOR - NOT THE REDUCED SX CHIP - NOT THE SLOWER DX2/50 CHIP
GENUINE MICROSOFT SOFTWARE BUNDLE - WORTH OVER £250
GENUINE SOUND BLASTER 16 BIT STEREO SOUND CARD WORTH £89.99
GENUINE PANASONIC DUAL SPEED CD ROM DRIVE - CONNECTED DIRECTLY TO SOUND BLASTER FOR FULL COMPATIBILITY
GENUINE SAMSUNG FULL 0.28 DOT PITCH SVGA MONITOR - TO MPR II AND POWERFUL 32 BIT GRAPHICS ACCELERATOR WITH 1 MB VIDEO RAM

ALL OPTIONS INCLUDE
- INTEL 486 DX2/66 PROCESSOR (UPGRADEABLE TO PENTIUM)
- FAST 13 MS 560 MB HARD DRIVE
- 256K CACHE FOR FULL DX2/66 POWER
- 4 MB RAM UPGRADEABLE TO 64MB
- SAMSUNG 14" LOW RADIATION 0.28 DOT PITCH SVGA MONITOR
- CREATIVE SOUND BLASTER 16 VALUE SOUND CARD (3DO COMPATIBLE)
- PANASONIC 563 DUAL SPEED CD ROM DRIVE
- 102 KEY KEYBOARD, MOUSE & MAT
- STEREO SPEAKERS
- MS WINDOWS 3.11 AND MS DOS 6.22
- MS WORKS 3 INTEGRATED OFFICE SUITE
- MS MONEY HOME ACCOUNTS PACKAGE
- MS ENCARTA 95 FABULOUS ENCYCLOPEDIA ON CD
- MS DANGEROUS CREATURES
- MS SCENES SCREEN SAVER
- FOUR CLASIC GAMES - MS GOLF, CIVILISATION, ELITE 2 AND LEMMINGS.
- 12 MONTHS WARRANTY
- 24 HOUR DELIVERY TO UK MAINLAND SUBJECT TO STOCK

TRUST OPTIONS

	EX VAT	INC VAT
OPTION 4 • WITH 4 MB RAM CHIP (3 SPARE RAM SLOTS)	**996.59**	**1170.99**
OPTION 8 • WITH 8 MB RAM CHIP (3 SPARE RAM SLOTS)	**1115.74**	**1310.99**
OPTION 16 • WITH 16 MB RAM CHIP (3 SPARE RAM SLOTS)	**1273.18**	**1495.99**

COMPUTER AND VIDEO GAMES

EDITOR:
MARK PATTERSON
DEPUTY EDITOR:
GARY LORD
ART EDITOR:
JULIE HEAP
DEPUTY ART EDITOR:
PETREA DOYLE
SENIOR STAFF WRITER:
RAD AUTOMATIC
CONTRIBUTING WRITERS:
ANDY NUTTALL
RIK SKEWS
CAL JONES
LUCY HICKMAN
JON BENNETT
COVER ILLUSTRATION:
SEBASTIAN QUIGLEY

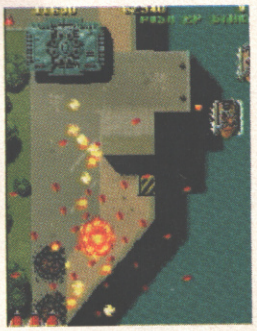
Editorial enquiries:
0171-972 6700 (phone)
0171-972 6701 (fax)
Advertising enquiries:
0171-713 5289/1983 (phone)
0171-713 1975 (fax)
Subscription and Back Issues enquiries (9.30–5.30 Mon–Fri):
0858 468888
CVG Headquarters: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

ADVERTISING MANAGER:
Simon Hamer
ADVERTISING EXECUTIVE:
Holly Eadie
PRODUCTION: Tina Gynn
SYSTEMS AND PREPRESS MANAGER:
Sarah-Jane Leavey
MARKETING MANAGER:
Marc Swallow
PRODUCT MANAGER:
Nichola Bentley
MANAGING EDITOR:
Steve James
EDITORIAL DIRECTOR:
David Kelly
SUBSCRIPTION ENQUIRIES: CVG Subscriptions, Tower Publishing, Tower House, Sovereign Place, Lathkill Street, Market Harborough, Leicestershire LE16 9ES TEL: 01858 468888 RATES (includes postage and packing): 12 ISSUES UK: £34.00, AIRMAIL EUROPE: £52.00, AIRMAIL REST OF WORLD ZONE 1: £75.00, AIRMAIL REST OF WORLD ZONE 2: £89.00, REST OF WORLD SURFACE: £48.00, BFPO: £34.00, EIRE: £52.00
PRINTED IN THE UK BY: St Ives, Peterborough
DISTRIBUTED BY: Frontline
(c) COPYRIGHT: Computer and Video Games 1994/5 ISSN NO: 0261-3597
DISCLAIMER: Although we take great care to ensure the accuracy of the information contained in this magazine, CVG and the publishers cannot be held responsible for omissions, errors, misprints or mistakes which may occur.

Get ready for a double dose of the hardest-hitting comic characters around. On the Mega Drive there's the superb X-Men 2 while Capcom has a coin-op smash on its hands with its Street Fighter-topping X-Men beat-'em-up.
– page 78-81

RAIDEN

Some people will knock Raiden for not having flashy graphics, but we reckon this arcade-perfect conversion will blow you away!
– page 20



TOTALLY X-MEN X-CLUSIVE!

conten

APRIL 1995 • ISSUE 161

Is this Doom – or better? Get the low down on one of the hottest games of the year!
– page 58

DARK FORCES!

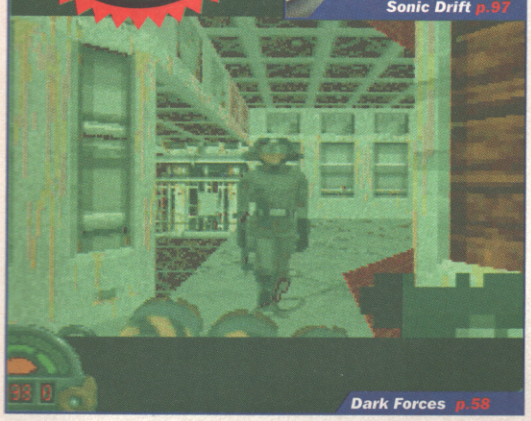
REGULARS

6 News
Exclusive news on Sega's plans for a Saturn Star Wars game.
54 In The Bag
Your views ironed and aired.
83 Out Now
What's hot in the shops right now.
98 The Ultimate Games Machine
CVG's guide to getting a PC.
108 Tips
Tips, tactics ad strategies to help you clock the big-name games.
112 Big Eds/Charts
Win Star Wars goodies! Find out what our editorial brethren have to say.
118 Help
Got a problem? Write to Help!
114 Next Month
Next issue revealed.

25 MILLION READERS SINCE 1982...

EVERY MAJOR GAME REVIEWED AND RATED

Sonic Drift p.97


Dark Forces p.58

REVIEWS

58 Dark Forces – PC
62 Stargate – MD/SNES
64 Fred Couples' Golf – 32X
96 Iron Angel Of The Apocolypse – 3DO
66 Pinball Illusions - PC
68 Asterix And The Power Of The Gods– Mega Drive
70 True Lies – MD/SNES
72 Superkarts – PC
75 Jungle Strike – PC
76 Hell – PC
78 X-Men – Arcade
80 X-Men 2 – Mega Drive
82 Beavis And Butt-head – Mega Drive
84 Return Fire – 3DO

Toughman Contest p.88

86 Metal Marines – PC
87 Akira – Amiga
88 Toughman Contest – Mega Drive
90 BC Racers – PC
91 Jelly Boy – Mega Drive

Asterix 2 p.68

94 Starblade – 3DO
65 Battledrome – PC
97 Sonic Drift – Game Gear

SUPER SHORTS

page 101

- Puzzle Bobble – SNES
- Wonder Project J – SNES
- Clay Fighter 2 – SNES
- Death Mask – Amiga
- Kingpin – Amiga
- Lion King – Amiga
- KA-50 Hokum – PC
- Motocross – 32X
- Superbikes – MD
- Wild Snakes – SNES
- Woodruff – PC
- Aladdin – PC
- Blind Date – PC CD-ROM
- Superski – PC

Starblade p.94

WIN!

102 – PENTIUM PC COMPO
106 – MEGA DRIVE 32X COMPO

WORK IN PROGRESS

Action Soccer p.40

24 Angst – Amiga
26 Scottish Open – PC
29 Shining Force – Mega CD
30 Immercenary – 3DO
32 Simon The Sorcerer – PC
34 Virtual Pool – PC
36 Theme Park – MD/SNES
38 Slipstream – PC CD-ROM
40 Action Soccer – PC

Judge Dredd p.45

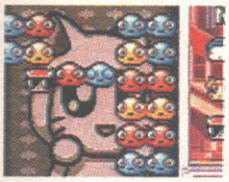
42 Air Cavalry – SNES
43 Speedy Gonzales– Mega Drive
45 Judge Dredd – MD/SNES
44 Frontier 2 – PC
46 Jungle Strike – PC
48 Syndicate – 3DO
50 Eternal Champions – Mega-CD
52 Dirt Racer – SNES

ts

Cybersled p.16

PREVIEWS AND REVIEWS

15 Twin Godesses – Playstation
16 Cybersled – Playstation
18 Hebereke's Popoon – Saturn
18 Pretty Soldier Sailor Moon – Saturn
18 Massive Death-o-Rama – PlayStation
20 Raiden – PlayStation
22 Defcon 5 – PlayStation/ Saturn



the new machines

AND STILL THE MAGAZINE REAL GAMERS READ!

connected

the wired-up gaming news section

Are Nintendo about to

PlayStation for PC?

fall at the second hur-

Aliens invade the Amiga

dle with Ultra 64? And

Magic Carpet back x2!

if they do what next for

Dangerous PlayStation software

them in the home

Dodgy 3DO software - yes!

market?

Knuckles changes name

However, the Saturn

Jaguar CD launch date set

pushes forwards with

Shinobi X late again

an enhanced version of

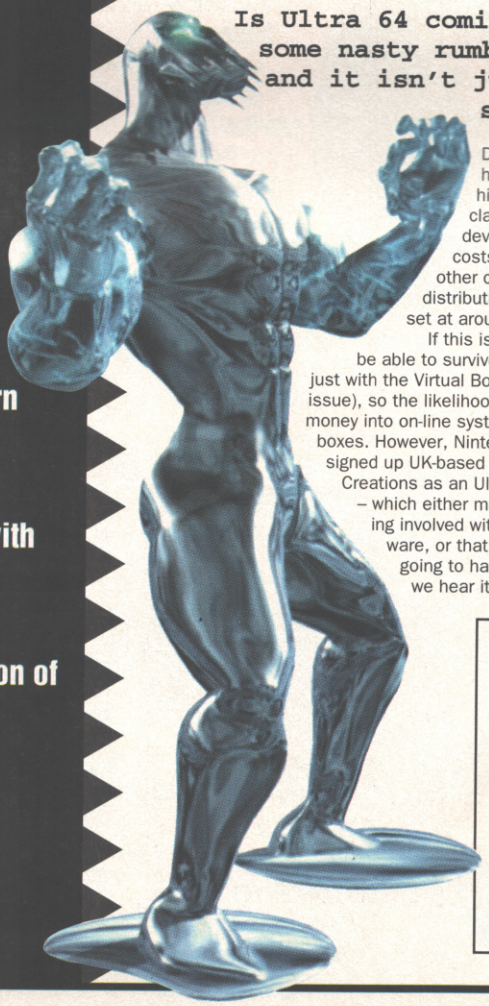
Primal Rage goes multiformat

Virtua Racing.

Cosmic Race crap - official

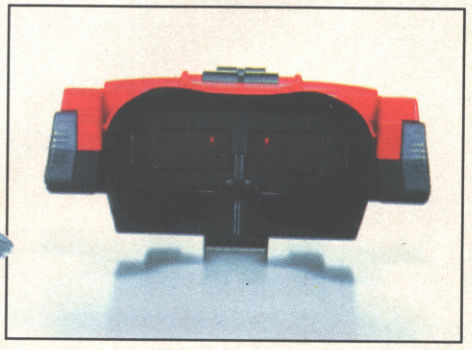
NO-GO ULTRA 64?

Is Ultra 64 coming or isn't it? We've heard some nasty rumblings from Nintendo Japan and it isn't just morning-after curried sushi syndrome...



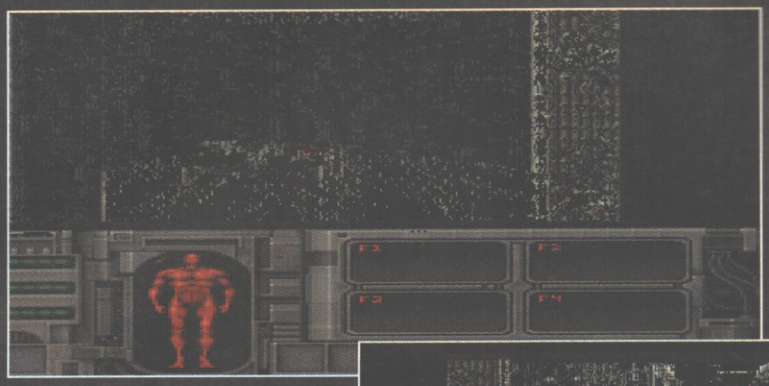
Disturbing rumours have reached our ears that Nintendo have been forced to scrap the Ultra 64 because of its high manufacturing costs. Nintendo, who originally claimed a $159 price-point, have apparently been told by development partners Silicon Graphics that the minimum costs for the basic hardware would be $349. Add to that other components such as joypads, CD drive, packaging and distribution and we estimate a UK retail price would have to be set at around £750.

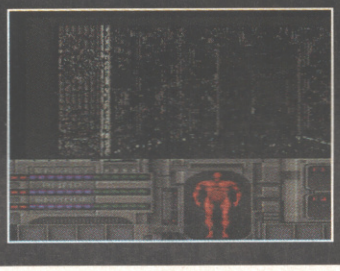
If this is true, Nintendo won't be able to survive in the home market just with the Virtual Boy (see CES report last issue), so the likelihood is it would plough its money into on-line systems and set-top boxes. However, Nintendo has recently signed up UK-based company Software Creations as an Ultra 64 developer – which either means Nintendo is staying involved with the coin-op hardware, or that the machine is still going to happen. More news as we hear it.

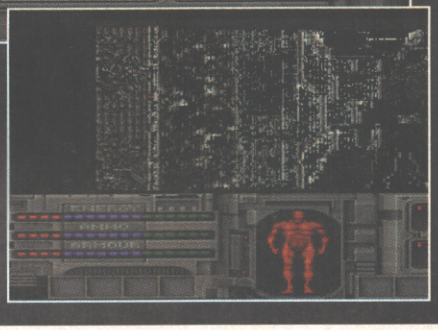


ALIENS IN AREA

With Acclaim gearing up to launch their remarkable Alien Trilogy on PC CD-ROM this autumn, Wakefield-based Team-17 look like they're going to steal the march on them. Currently in production is a 3D version of their not-unlike-Aliens smash Tower Assault. It promises to deliver the same kind of pulse-battering action as the 2D versions, but with incredible 3D graphics – and it's on Amiga. Just feast your eyes on these pics. There should be a PC version scampering along later in the year







SATURN VIRTUA RACING REVS UP

Time Warner, not Sega, will be producing the Saturn version of Virtua Racing. The game, which is scheduled for release at the end of the year is going to be an enhanced version of the coin-op, mainly because of its improved graphics and more tracks.

Warner are also releasing the Saturn version of hit coin-op Primal Rage around the same time. The game's being converted by Probe, and is destined for just about every format around – including Mega Drive, SNES, Amiga, PC and 32X. Work in progresses coming soon.

▲ *Bigger and better – Virtua Racing Saturn promises to be great, but Daytona'll be here first.*

FLOPPY TAKES A CARPETING

Bullfrog's CD-ROM mega-smash Magic Carpet is set to appear on floppy disk this summer. It turns out that the game engine itself doesn't take up too much space and will happily sit across four olde worlde diskettes and all you lose are a few sound effects. And speaking of Carpet-connected disk stories, Bullfrog have just realesed a data disk for the game containing 30 new levels and should be in the shops right about now.

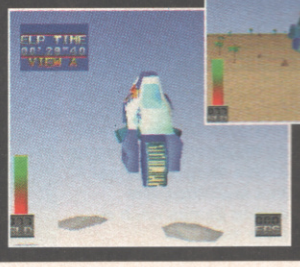
It also looks like there's going to be a 3DO version in the offing as well – let's just hope it doesn't end there and we see it on PlayStation or Saturn too.

▲ *The 3DO version of Magic Carpet is due to roll out later in the year, possibly around Christmas time.*

DON'T BUY THIS

One minute we're sitting back pleasantly watching all these wonderful next-gen games roll in at the heady rate of three a month, then Cosmic Race comes along. It's quite unlike any race game we've ever seen. You control this sort of levitating bike thing which bobs around nicely in 3D, and that's it really. In fact it's totally crap, so we'd thought we'd tell you about it so you don't rush out and blow nine million quid on it, or whatever importers are charging at the moment.

Please don't waste your money on this – it sucks. ▼



◀ *It's one of those bikes out of Battlestar Galactica.*

▲ *Shinobi X on Saturn has slipped on Sega's release schedule. When it arrives though, with its digitised characters, it should look top.*

LATE AGAIN

Last month we said we'd have Shinobi X for you this issue, but Sega has put its release date back yet again.

We'd like to say to you it'll be here next month, but we're not going to stick our necks out again...

CLOCKWORK KNIGHT WOUND UP FOR UK

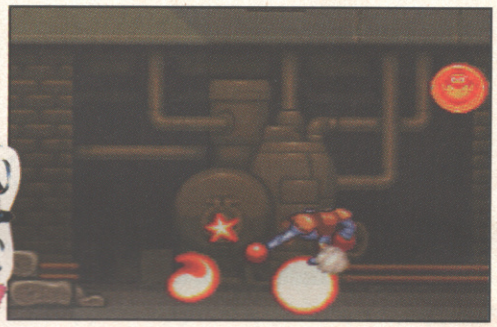
Sega's more-miss-than-hit platformer Clockwork Knight promises to arrive in Britain with the Saturn, and a suitably revamped image.

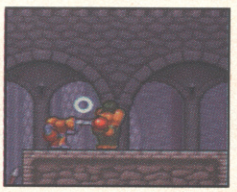
The game, which rated a moderate 74% in the February ish, will have more levels than the miserly four it came with in Japan. If that's the case, and Sega isn't telling porkies, it could be one for potential Saturn owners to add to their hit list.

▲ *An improved Clockwork for UK release?*

OCEAN GET TUFF

Aeons ago we previewed a promising platformer from SCI called Mr Tuff. Well it still has potential, only now it's coming from Ocean. The game, which is currently only on SNES is due out in April, so we'll tell you if Ocean has scored a hit or should have held on to its cash next issue.





▲ *Ocean has a pile of releases for the next couple of months, including the Mega Drive Mister platformers Mr Nutz and Mr Tuff. Tough cookies, or nuts?*

PLAYSTATION PC BOUND?

With Creative Labs' 3DO Blaster card already on the shelves, rumour has it that Sony is working on a similar project to furnish PCs with a PlayStation equivalent. The board, which would plug into the standard PC slots would only make use of the machine's power source, monitor and CD-ROM drive. However, the same time we heard this little story, we also heard a conflicting report that, no, Sony isn't working on a hardware add-on, but is actually planning to convert some of its third-party PlayStation games to PC. This sounds a bit silly because without custom graphics hardware only Pentium machines and above would be capable of running games such as Ridge Racer. We should know for sure this September when the PlayStation is launched.

YABBA DABBA DIDN'T

Fans of the Flintstones movie (if such a beast exists) will be pleased to know that the game is finally set to surface on Mega Drive next month – courtesy of Ocean.

You know, one day someone will bring a game out the same time as a movie. But then again there's probably more chance of John Major turning into a three-headed Zamwoop from the planet Plim before that happens.

▲ *Flintstones next month.*

CAN YOU HANDLE IT?

C&VG – FIFA on Game Boy is a graphical triumph. If you're a footy fan, this is probably the best one on the market.

GB Action 90% Super Gamer 85%
FIFA equals its counterparts on the other formats in every department. No mean feat at all!

ESPECIALLY ADAPTED FOR SUPER GAME BOY

KICK OFF - MARCH 24

MALIBU GAMES

Developed and published by Malibu Games under license from Electronic Arts

EA SPORTS ELECTRONIC ARTS

Malibu Games, 4 The Parade, Epsom, Surrey KT18 5DH Telephone: 0372 745222 Fax: 0372 740380

EA SPORTS and the EA SPORTS logo are trademarks of, and Electronic Arts is a registered trademark of Electronic Arts.
Nintendo, Game Boy and the official seal are registered trademarks of Nintendo of America, Inc. Malibu Games is a registered trademark of T•HQ, Inc. © 1995 T•HQ, Inc.

SPRINGTIME FOR JAG CD

The Jaguar CD unit is due to be launched this spring; there are no software releases confirmed yet, though.

At long last the Jaguar CD drive is set to appear. Atari is promising it will hit the shelves before summer priced at a mere £149.99. The unit is officially due to be launched at the spring ECTS show at the end of March, with the general launch following a few weeks later.

The machine itself fits into the Jag's cartridge slot – but don't worry about having to unplug every time you want to play a cartridge game. Atari has sensibly built a through-port into the device so once it's in you never have to unplug it. As for software, well, there hasn't been a confirmed release yet, and, worryingly, there weren't any on show at the press launch. However Atari's marketing manager Daryll Still was confident of having at least six titles on the shelves with the machine. However, we did get a chance to play with the built-in virtual light machine, which produces loads of incredible effects in time with audio CDs. It's hardly a reason to buy the unit, but it's very impressive all the same.

ROCK, SCISSORS, JABBERCRACKERS

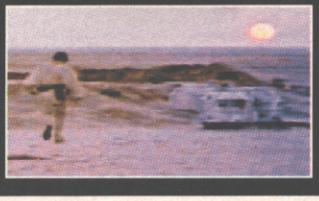
Our spies in Japan have tracked down one of the reasons why the 3DO has done very well out there. Go into any 3DO software stockist in Tokyo and you'll find shelf upon shelf of 'adult-orientated' software. It looks as though the Japanese have got this stuff down to an artform. Being the investigative types we are we thought it necessary to look into this burning issue. Of the titles we sampled, the most interesting has to be Strip Rock, Scissors, Paper – a sort of updated version of the old playground game. It really is sordid stuff. Choose either rock, scissors or paper, a young lass makes her selection and if you win she loses an item of clothes. I don't know, any excuse for a bit of porn.

No taxing gameplay here, you have a one in three chance of winning and getting these women to take their kit off. It's as sad as it looks.

STAR WARS SET FOR SATURN!

As yet unconfirmed reports from Sega have reached us that it has already wheeled out the development wagon for a Saturn-specific Star Wars game. Provisionally titled Rebel Strike, it looks like taking the best scenes from the three movies and combining them in one game. The speederbikes from Return Of The Jedi are most likely to feature along with plenty of space combat. If this is the case, and Sega is working on this (face it, it would be dumb not to) it's unlikely we'd see anything before the end of this year.

Big credible licences are what the new machines need, and a decent Star Wars game would do the Saturn a lot of good.



▲ The rumoured game heading for the Saturn, Rebel Strike, is probably going to be an amalgamation of the Star Wars Trilogy films.

VIRTUA FIGHTER FOR NEPTUNE LAUNCH

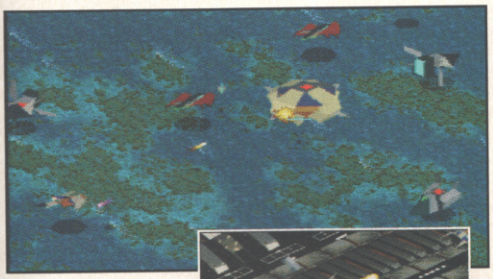
Sega has confirmed that the Mega Drive 32X System – the all-in-one Mega Drive and 32X unit – will arrive in September. Previously known as the Neptune, Sega is hoping to hit a retail price of under £200 and possibly bundle it with Virtua Fighter. If Sega manages to do this it would be nose-to-nose with the Jaguar for a stake in the entry-level console market.

Although these are Saturn shots, the 32X version of Virtua Fighter promises to be almost identical as the machine uses the same processors.

▲ Sega hasn't set a price for the Neptune, but it should be around £200.

ONE MOTHER OF A GAME

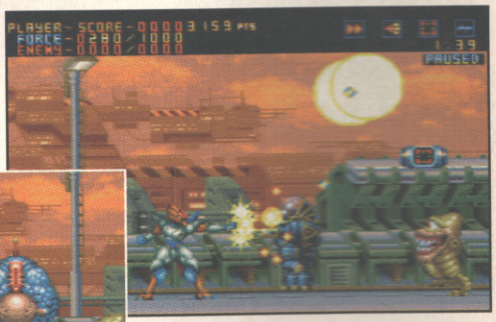
Another title set to appear around the same time as the 32X System is this excellent-looking shoot-'em-up called Motherbase. We had a sneak-preview at Sega's HQ and can tell you this game looks like being really hot. It's a sort of vector-graphic-based version of Viewpoint, but faster and more varied. More news soon.



If this plays half as a good as Viewpoint, Sega will be on to a real winner. We're certainly looking forward to it.

SEGA GETS BACK TO BASICS

With everyone gearing up to produce amazing 3D and polygon-based games, Sega has stepped out of line and produced what looks like being a red-hot platform-based shoot-'em-up. Alien Soldier, from top programming team Treasure, is completely over the top, but combines some superb features to make a game that we can't wait to get our hands on. Watch out for it this summer.



▲ From the team behind the excellent Gunstar Heroes – Alien Soldier looks like being a real smash.

BURNING DISCS

Silica Systems has taken the lead by offering the first quad-speed drive for under £200. The NEC CDR-271 is one of the fastest conventional CD drives available, and Silica supplys it complete with £100 worth of software – including MicroSoft's excellent Encarta. If you haven't upgraded to CD-ROM yet, this is the drive to go for. Even if you're running off of a double speed, this is still a very tempting offer. Contact Silica on 0181-309 1111 for information.

▲ PC CD games can be yours for under £200 with the fast NEC-271 CD drive.

WORK IN PROGRESS

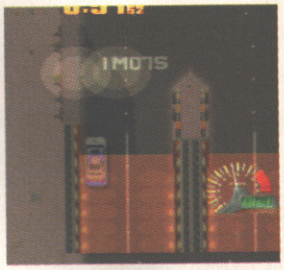
■ JAGUAR

■ £Unconfirmed
■ Racing
■ Time Warner

■ Programmed by Time Warner ■ Initiated February 1994 ■ 85% complete ■ Mega Drive and SNES versions planned ■ No other versions available ■ Estimated release May 1995

POWER DRIVE RALLY

What the world needs now is love, sweet love, love's the only thing that there's just too little of. That and decent racing games on the Jaguar, oh but lookey here...



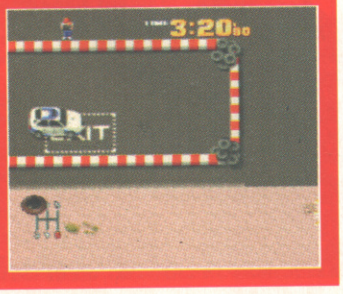
Check out that kooky tunnel lighting – just like the real thing, eh? ▼

Surely there can be no more townie a sport than rally driving. Let's face it, rally driving is a sport where men with moustaches drive Escorts over some muddy hills at high speed. What's amazing, though, is the number of people who turn up at various points along the course to watch. *Why*? The cars set off about ten minutes from each other, so you've got no chance of seeing an exciting battle for pole position. Indeed, unless you happen to be parked at a particularly dangerous bend all you're going to see is a succession of Escorts going past. You'd be better off sitting at the exit of a housing estate cul-de-sac – at least you might get to see a Capri if you're really lucky.

But perhaps this is being uncharitable. Rally driving is probably quite good fun as a participator sport. Someone obviously thinks so, because all the joys and splendour of rally motoring have been packed into a wickle Jaguar cart thanks to those kooky Time Warner types and its forthcoming Power Drive Rally game.

NO TALKING, SCUM

Bonus levels aren't something you expect when you play driving games, it has to be said. But that doesn't stop Power Drive Rally having one, oh no. From what we can work out, it's a sort of driving test thing, where you're judged upon the speed and accuracy with which you perform a number of manoeuvres. This should also give you the opportunity to get a bit of fine-tune practice in before the next level. Hooray!



Power Drive Rally is an overhead view, rotational steering effort which features an assortment of courses and conditions. And that's about all we can tell you at present, apart from the fact it looks rather promising. We'll tell you all about it in the review in a couple of months' time.

The tracks you leave in the snow are still on the course on the next lap. Ace. ▶

▲ *Cop a Mark Thatcher out here on the desert courses (except Mum won't be able to call out the entire airforce to look for you).*

● GAME BY TIME WARNER ● CONTACT TIME WARNER (01604 602800) FOR INFORMATION

Other cars make appearances in Power Drive, something which doesn't often happen in real life rallying.

TRACKS OF YOUR STEERS

Rallying might make a rubbish real proper sport, but it looks like a really good idea for a video game. The variety of courses, weather conditions and lighting means each race can be completely different from the last, which obviously bestows major lastability potential. In the spirit of the game we thought we'd be caring and sharing and show you just some of the tracks you can expect from the finished cart.

◀ Wow, look at those ace headlight effects! Groovy!

Even the trees have shadows – what attention to detail.

▲ Watch as water flows effortlessly under the see-through bridge! Incredible!

▲ Weather conditions really affect your performance wildly.

Vrrrrm, skreeee-ee, pok! There's action for you. ▶

▲ Your car actually skids differently on mud than it does on snow.

WANTED, STUDENTS WHO'D LIKE TO LEAVE COLLEGE WITH MORE THAN JUST GOOD GRADES

What do you want from college? 3 'A' levels? 4 'A' levels? Something more? Like confidence and leadership skills? Or a guaranteed career?

Welbeck isn't just a college of academic training. It's a college of Army training, where students experience outward bound courses, a wide range of sports, Combined Cadet Force and character development.

If you would like to learn more about the Sixth Form College where you can learn more, then fill in and return the Army Officer coupon below.

ARMY
OFFICER
BE THE BEST

The Welbeck syllabus is science-based. You'll need at least 5 good GCSE's (including Maths, Science and English) to be considered. Tuition is free. For full details call 0345 300 111 quoting ref. 2319 or post the coupon to Army Officer Entry, Freepost 4335, Dept. 2319, Bristol BS1 3YX.

NAME_____

ADDRESS_____

_____

_____ POSTCODE_____ DATE OF BIRTH_____

the new machines

PlayStation

■ PLAYSTATION
■ On Import

twin goddesses

Oi! You! Yeah, you about to turn the page. Stop right there and read this, it's bloody priceless.

Look, forget about this game, it's crap – it's the story that makes it good. OK, sitting comfortably? Right. You see there was this king called Love-Radient III, who lived in the castle of LoveRadient on the planet LoveRadient, which apparently is a nice place be if you're the sort who can live life without watching The Sweeny.

Now LoveR III has two twin daughters, Nina and Syllin who, despite all this love and stuff are a bit good at scrappin'. Anyhow, the evil Carmilla turns up (you can tell she's evil 'cos she wears the black costume and employs unrealistic-looking cartoon henchmen), who's a younger version of that Repulsor woman out of Mighty Morphin' Power Rangers, kills their old man, nicks Castle LoveRadient and turfs the girls out on the ears.

Anyway, for some reason Zeus (as in the grand god of kebab herders) steps in and gives the two girls the powers of Love and Courage. Ahh. What this means is that their tight-fitting spandex leotards morph into tight-fighting spandex leotards – with plastic bits. After that, which is played in a rather tasteful movie sequence, the game starts and it's all down hill from there. It's a laff though, ain't it? Unless you buy it, that is.

▲ *It looks good, doesn't it? Well it bloody well isn't. These screen-shots are flattering.*

▲ *That's your bird, that is. Oh well, what did you exect from this caption?*

▲ *Live action meets cartoon. Just like Roger Rabbit, but crap.*

▲ *All the characters in this game get down and boogie after a win.*

◀ *We could be dancing, yeeah. Boogie all the night. Etc.*

IT'S ON TELLY TOO, Y'KNOW

D'you know that Twin Goddesses is actually quite a popular TV show in Japan? The disc comes complete with an extract, so we thought we'd show you it just to prove we weren't making things up. And it's not a cheap way of boosting sales by printing pics of semi-clad Japanese girls. Not at all. So don't bother writing in.

VERDICT

PLAYSTATION

Few beat-'em-ups could rival this. The game itself is a steaming pile of pimply (I can't use the word I want to here) crap. There are almost no moves, only six enemies, the controls suck and the graphics are pathetic. It's not even in the category of so bad it's good (although how something crap can be good when you've spent your money on it is beyond me). The plot's hardly a reason to buy the game, but I liked it and I've already got my one-way ticket to the world of LoveRadient, even if it does sound like a dodgy all-night hippy rave.

MARK PATTERSON

GRAPHICS	55
SOUND	60
PLAYABILITY	20
VALUE	9

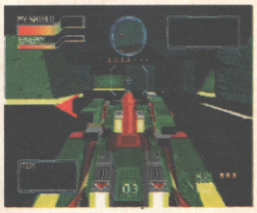
OVERALL

13

● GAME BY POLYGRAM ● CONTACT COMPUTER EXCHANGE (0171-636 2666) FOR IMPORT COPIES

the new machines

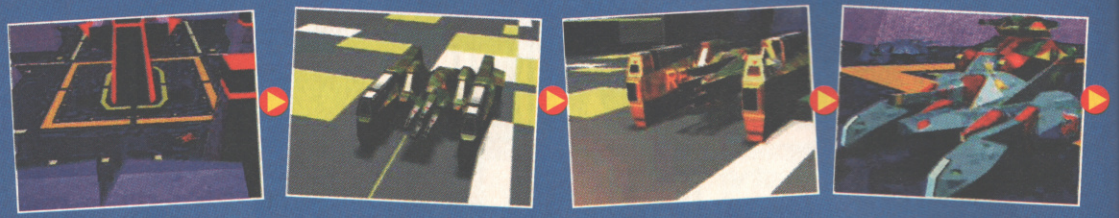
Follow that red arrow to home in on your foe.



The split screen two–player mode lacks the feeling of immersion that the linked-up arcade original had.

LET THE BATTLE COMMENCE!

Cybersled features the usual beautifully pre–rendered intro that we've come to expect from these new fangled machines and shows the six sleds having a good old scrap over one of the maze-like levels courtesy of some inspired camera angles.



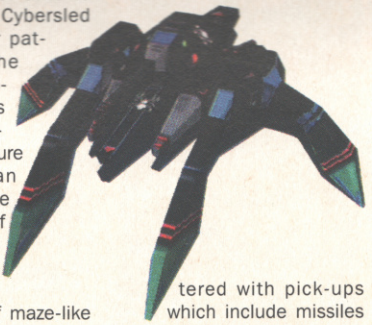
cybers

PLAYSTATION
Namco

Namco's second arcade conversion hits the PlayStation, but can this blaster match the exhilaration of Ridge Racer?

Do you remember a crusty old coin–op called Battlezone? Bearing in mind that it debuted some 15 years ago, Battlezone's graphics are a bit ploppy by today's standards, and comprised garish green wireframes overlaid on a black background. Set over a flat landscape with odd bits of scenery to hide behind, the aim was to destroy your opponent's tank before he trashed you. Simple but highly playable basically.

Whizzing through the cosmic threads of time to 1995, Namco's Cybersled follows a similar pattern. Except the graphics now consist of polygons (which in this version are fully texture mapped with an option to select the plain polygons of the arcade version), while the levels are set over a number of maze-like areas that become increasingly hard to manoeuvre around. These levels are littered with pick-ups which include missiles and shield boosters, plus a number of other special items, like the computer which will jam the enemy's missiles and radar.



Two views are available for each of the six controllable sleds; the standard above-and-behind or the more realistic but difficult-to-control first-person perspective. Each sled has a rating out of five in three categories; weapon and shield strength and speed. The sleds tend to range from lightly armoured but extremely fast affairs to a high powered and ultra strong behemoth that moves as well as an elderly elephant with no legs. They all share one thing in common though, their guns overheat very quickly, so stay off that trigger until the enemy is slap bang in the crosshair.

6. Alan Striker: Mr speed but severely lacking in those all-important weapon and shield strength departments.

MEET THE GANG...

The Cybersled pilots are a varied bunch but they all have one thing in common – damn stupid names

1. Amanda Bates: Ms Average. But pretty handy in the weapons department.

2. Hans Baird: blessed with a decent shield but Hans suffers from a rather slow speed rating.

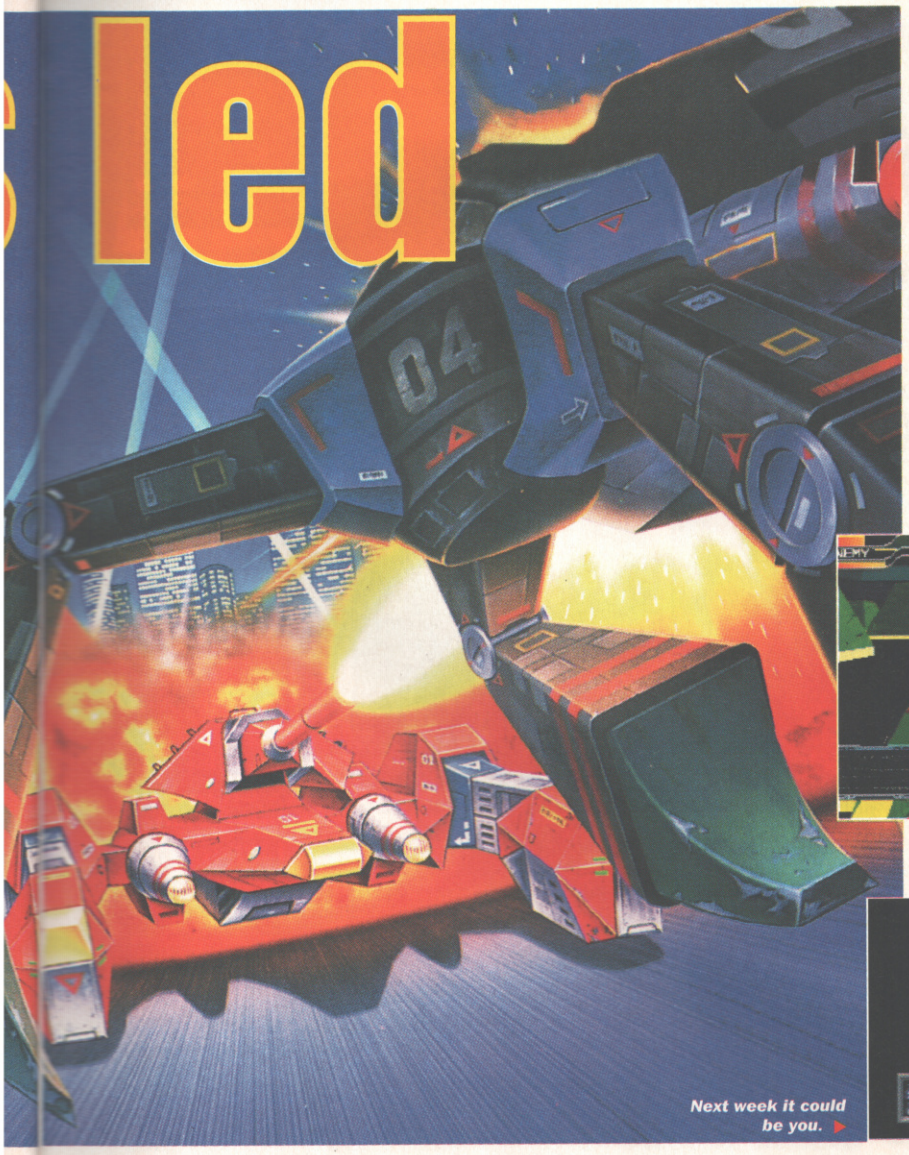
3. Madison Hawk: hey everyone, it's Mr King Average with straight threes all round.

4. Marie Yamamoto: if Madison's king average then Marie is most definitely his queen.

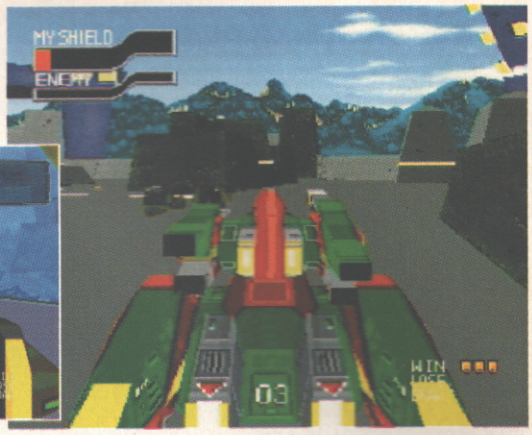
5. Rex Ironside: not a bloke to cheese off, Rex is packing one big weapon (missus!).

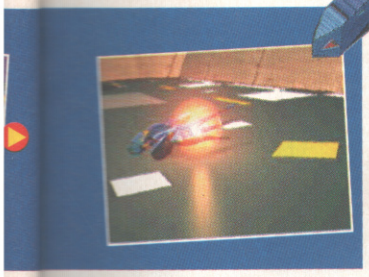
GAME BY NAMCO • CONTACT NAMCO (0171–584 2670) FOR INFORMATION

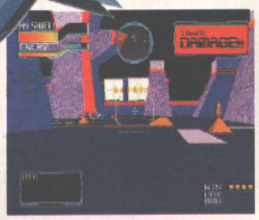
led



Like Starblade on the 3DO, Namco has provided the original graphics as well as a souped-up texture mapped alternative.







▲ An interior view is available but unlike Ridge Racer it's harder to play with.

▲ Missiles dish out the damage, so a few direct hits should ensure victory.

SECOND OPINION

I can't say I was the biggest fan of the original arcade version of Cybersled, but even so this comes as something as a disappointment considering how smart Namco's PlayStation version of Ridge Racer is. This plays like an arcade game in that it's great fun the first couple of plays, but it soon becomes repetitive and while it might be worth spending a couple of quid on it in the arcade it certainly isn't worth 90 of the bleeders. If you're looking for a class blaster on the PlayStation then Raiden is far more deserving of your cash.

MARK PATTERSON

ALTERNATIVE

ARCADE

- Cybersled
- About a quid

The original arcade game is starting to look a little crumbly but is still a decent enough blast, especially with a mate.

- ISSUE 149: 82%

VERDICT

PLAYSTATION

Cybersled lacks variety and as a one player game soon becomes tiring. The original's saving grace was its two-player link up but the two-player on offer here is split screen and dull. The imaginative Battlezone-style controls have been dispensed with and in their place are two cumbersome control methods. As an arcade conversion it's admirable though, and the graphics are actually better thanks to plenty of texture mapping. It's also a shame that Namco didn't add in new features to the home conversion like it did with Ridge Racer.

RIK SKEWS

GRAPHICS	78
SOUND	75
PLAYABILITY	74
VALUE	50

OVERALL

72

▲ Partly replenish your shield by rolling over this green cross.

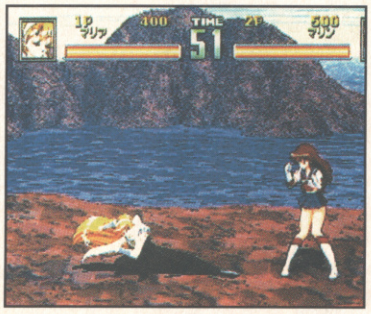
Next week it could be you.

■ SATURN
■ Takara

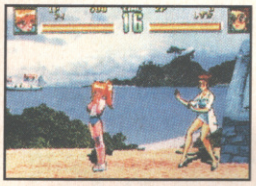
the new machines

pretty sailor soldier moon

Under-dressed young girl enthusiasts will doubtless be flocking to buy Saturns following this news that dodgy Japanese cartoon Pretty Sailor Soldier Moon is all set for a beat-'em-up happening on Sega's new machine. Starring a cast of unwisely-proportioned schoolgirls, nurses and other characters in uniform Pretty Sailor Soldier Moon is nearing completion right now. A full review will be on the cards if it's any good.



▲ It's the beat-'em-up birds.

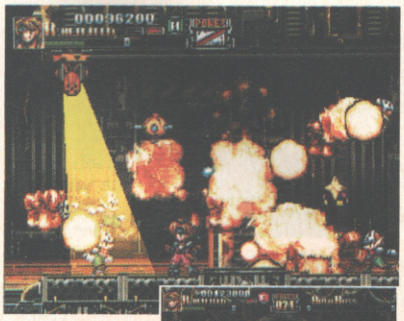


■ PLAYSTATION
■ Sony

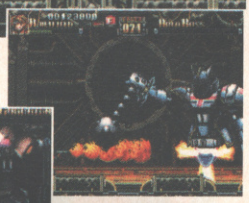
the new machines

massive death-o-rama

Mega Drive fans may find the shots of this as-yet nameless PlayStation shoot-'em-up/platformer somewhat familiar. Here at CVG we were struck by its similarity to the Treasure classic GunStar Heroes, but without the groovy action poses of the main characters. Given the potential the PlayStation offers for mega-bosses and huge numbers of levels, combined with the amount of big weapons and explosions known to be in the game (just check out the screenshots) this is a major contender for Third Decent PlayStation Release. Watch this space. Although nothing'll happen. It's just a piece of paper you know.



▲ Big weapons.



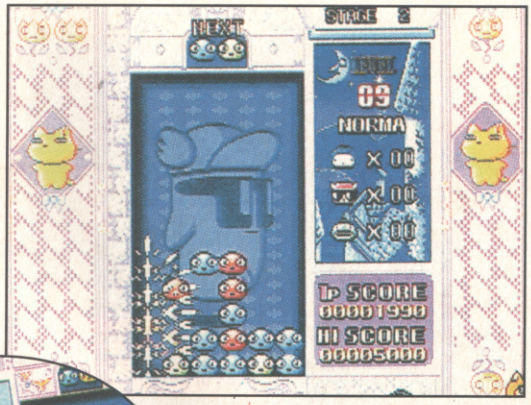
▲ Big flippin' sprites are heading to the PlayStation.

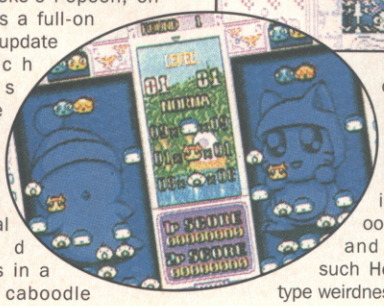
the new machines

hebereke's popoon

■ SATURN
■ Sunsoft

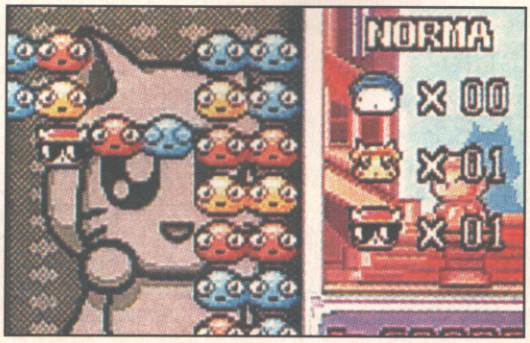
The magnificence that is Hebereke's Popoon is right now scrambling wild-eyed towards the Saturn. Our little flightless fowl friend and his wacky pals Oh Chan, Jennifer and Sukezaemon star in a 32-bit conversion of their 91% rated SNES puzzle game. But this is no ordinary Hebereke's Popoon, oh no, it's a full-on super-update which takes the basic formula of the original and throws in a whole caboodle of new features, such as levitating Popoon blocks and other such Hebereke-type weirdness.



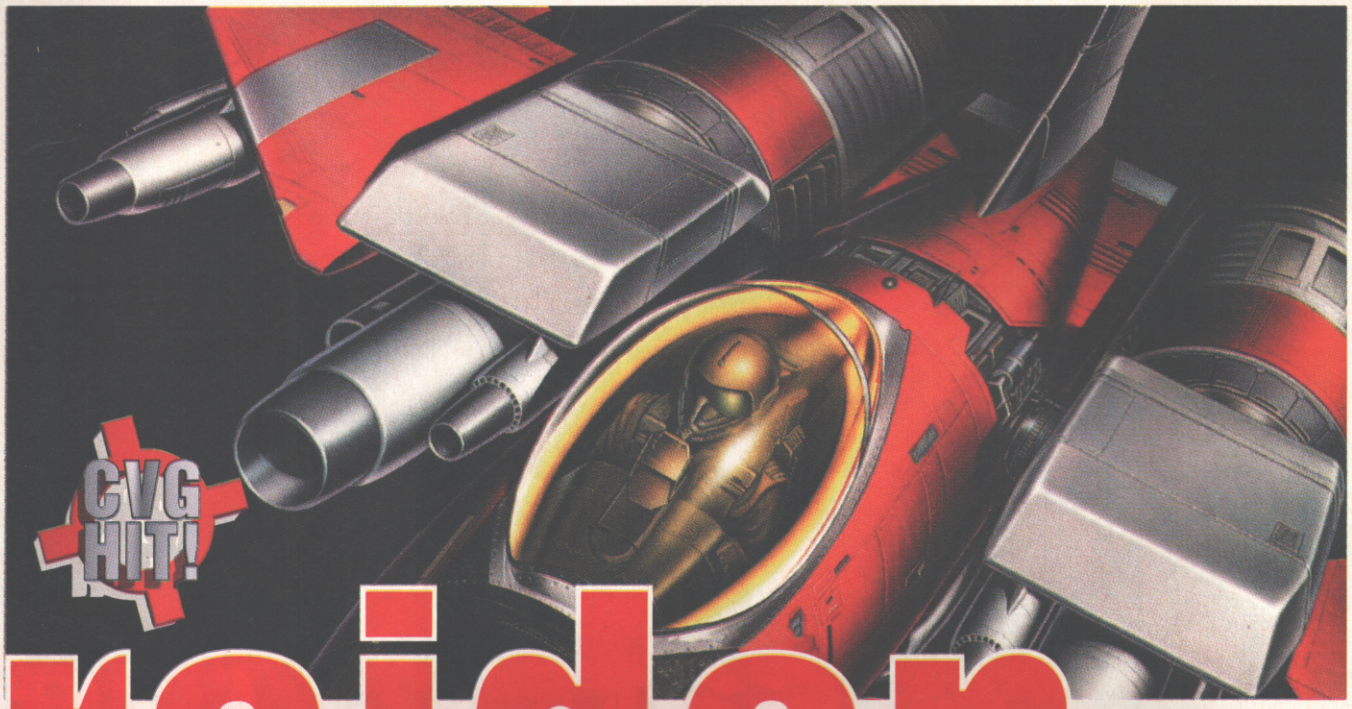


More than this we're not at liberty to say as Popoon Farmers of the Apocalypse (as it no doubt won't be known) is still in an early stage of development. Rest assured though, fact fans, as soon as there's a scam to hear you'll find yourself hearing it from us first.

▲ We're expecting lots from Hebereke on Saturn.



BIKER MICE FROM MARS
SNICKERS
More satisfying than a Lim-burger.
When Biker Mice want to lick the dastardly Dr Limburger, they head straight for the nearest SNICKERS bar.
In this fast action racing game, only SNICKERS gives you enough hunger satisfaction to survive the battle to save the Earth from Dr Limburger and his unsavoury sidekicks, Greasepit and Dr Karbunkle.
The only thing more satisfying than a SNICKERS, is seeing Dr Limburger eat dust as you pass him to reach the finish line first.
Rock and ride down to your nearest stockist because the Biker Mice video game is out now on Super Nintendo. Eek!
KONAMI
SNICKERS
©Biker Mice From Mars 1994 Brentwood Television Funnies licensed by the Beanstalk Group. ©Mars Confectionery 1995.



CVG HIT!

raiden

Sad old games bores like ourselves may remember this little slice of shooting yesteryear that's about to hit the latest console.

the new machines

■ PLAYSTATION
■ Seibu Kaihatsu

Raiden is a title familiar to all gamesplayers by now. Yes, it's the name of the thunder god character from the Mortal Kombats. And now he has a game all of his own, a platform adventure in which you guide the eponymous hero around his house, collecting golden coins before a final confrontation with the evil Doktor Hairline.

Oh, OK, you've caught us, that's all a fib. Raiden was actually one of the most popular shoot-'em ups from about four years ago. It was pretty much the last word on top-down scrolling blasters, constantly packing the screen with a variety of enemies and granting the player a huge arsenal of major weaponage. And now this veteran of the scene has been granted a new lease of CD-style life with the PlayStation title which features not only a full conversion of the original coin-op, but also a PSXised update-stroke-sequel. It's been quite a while since a game of this type landed on any console, featuring no polygons, no texture mapping, an almost complete absence of 3D elements and billions of fiddly little enemy aliens to contend with. Of course, things have moved on considerably since Raiden days, but if any game can re-establish the shoot-'em-up on the new consoles, this is probably the one.

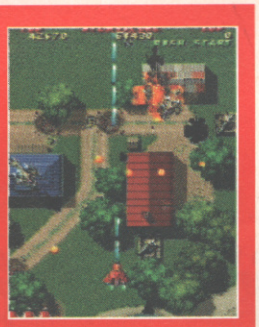
Collect as many medals as you can for end-of-level bonus-point fun. ▼

▲ *Oh dear, death would appear to be imminent in this situation.*

● GAME BY SEIBU KAIHATSU ● CONTACT COMPUTER EXCHANGE (0171-636 2666) FOR INFORMATION

SCREEN THREE

Raiden, unlike most games of the genre, doesn't confine itself to your screen. As you play events around the periphery of your vision continue as normal – which usually means someone's shooting at you. There are two ways you can alter the screen to get a better view of the opposition (and more room to avoid them). The first is Panorama Mode which expands the thin strip of play area to fill the screen, meaning more sideways movement but less fore and aft play. The best setting is Arcade Mode which runs the picture up the longer part of the screen, meaning you need to turn your telly on to its side to play the game properly.

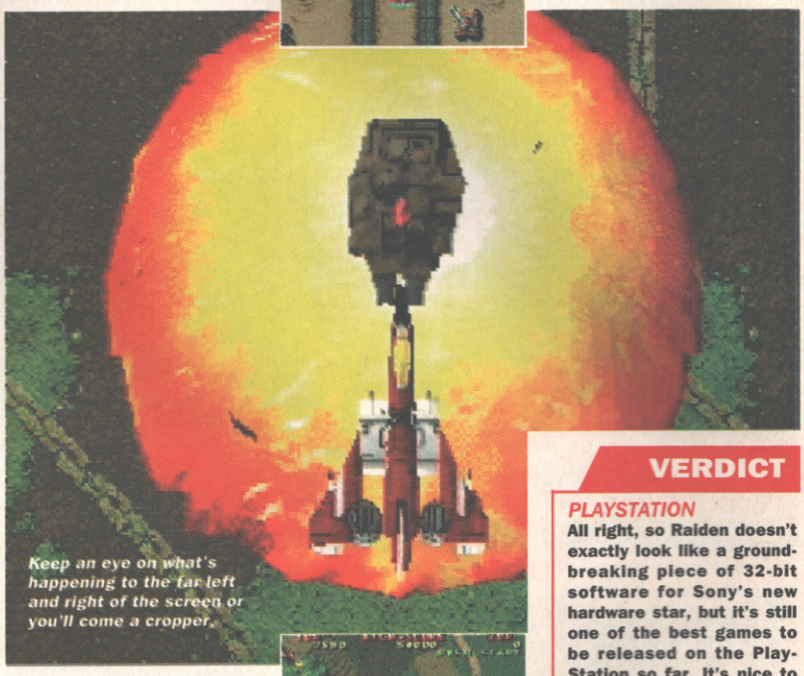


▲ *The bosses in Raiden are, without exception, very large indeed and take quite some killing.*

The little fairy that you can see here distributes random power-ups. ▼

Use smart bombs sparingly – you'll need them for the bosses. ▼

▲ *The arcade conversion is an almost exact replica of the coin-op.*



Keep an eye on what's happening to the far left and right of the screen or you'll come a cropper.

SHOOT THEM TO BITS

Raiden harks back to the days when power-ups were power-ups. When simply collecting a few icons would arm your sprite with an array of weapons which sweep the screen clear of enemies in milliseconds. There are three, count 'em, different kinds of power-ups. One switches your main gun between a rapid-fire cannon, a powerful laser and a homing beam (each of which can be powered-up three times), the second grants the use of extra missiles (forward firing or homing, depending on the icon) and the last, ever handy smart bombs. There are two types available, one which produces a single huge explosion and one which ignites a number of little explosions. The second is the more powerful weapon, but it does need careful aiming for maximum effect.

▲ *The homing laser is the most versatile weapon in the game.*

ALTERNATIVE

MEGA-CD

■ Silpheed

■ Game Arts/£49.99

Looks a lot nicer than Raiden (despite hardware limitations) and play's similar fashion. Not so action-packed or as exciting, though.

■ ISSUE 142: 85%

VERDICT

PLAYSTATION

All right, so Raiden doesn't exactly look like a ground-breaking piece of 32-bit software for Sony's new hardware star, but it's still one of the best games to be released on the PlayStation so far. It's nice to play a game which relies on playability and challenge to impress, as opposed to a half-cocked 3D control system or somesuch. Both the games on the disk are incredibly rock hard, even on normal level and should keep the best gamers going for some time. Easily worth a go. (Watch out for the easy to find cheat though.)

RAD AUTOMATIC

■ GRAPHICS	80
■ SOUND	81
■ PLAYABILITY	92
■ VALUE	87

OVERALL ■

90

into the new

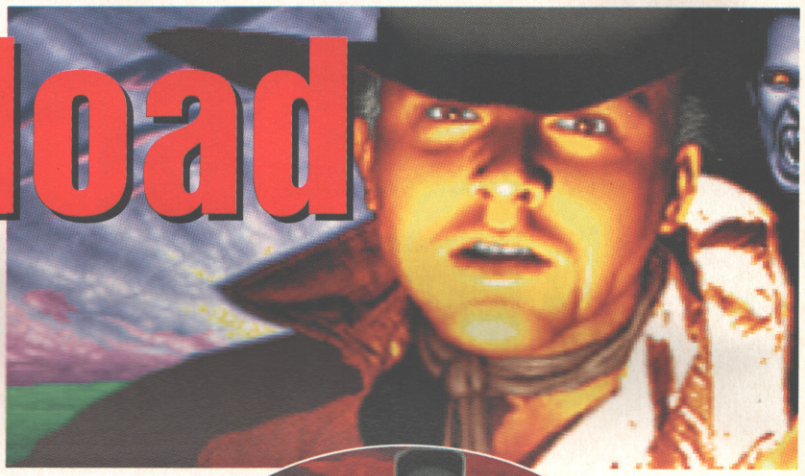
Millennium is one of the larger developers in this country, but it's slightly hampered by a close association with James Pond. That's who most gamers think of when the word Millennium is proffered to their shell-like. Quite understandably in these days of gourard shading and rendered texture-mapping the Cambridge lovelies are keen to shed this fuddy-duddy old platform image and unleash a whole new gaming beast unto the world. We decided to go and have a look around its newly-expanded nerve centre and get the scam on its all-new PC/PlayStation/Saturn projects. So we did.

silverload

PC CD-ROM

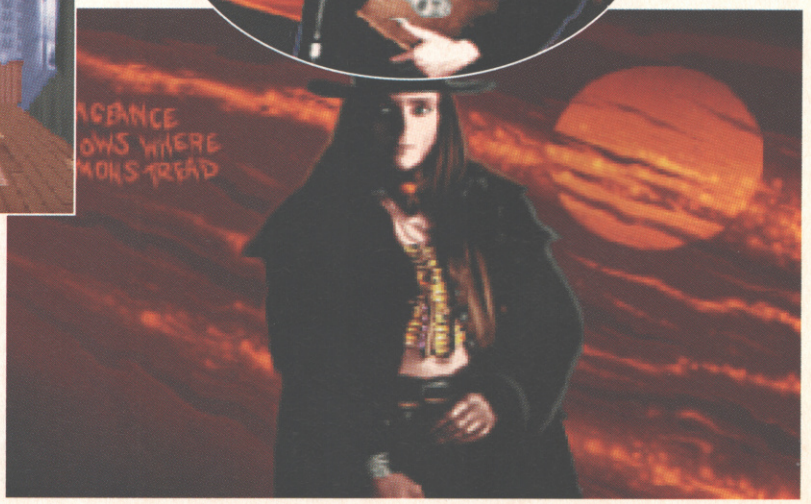
Silverload, while some way from completion, is already looking extremely promising. It's a Wild West werewolf story with a large cast of strange, eerie and hilarious characters, each of whom has a whole oration of sampled speech. The format of the game, while borrowing an RPG-style interface, is more like a comic book.

Indeed, Millennium is touting Silverload as an interactive graphic novel and it might not be far wrong with that description. The visuals are absolutely superb, the game itself so far seems highly rock-hard and you could cut the atmosphere with a big axe. Hopefully we should get our hands on a fully playable version of this promising game very soon indeed.



Various Millennium bods have had their faces borrowed for Silverload's graphics.

We hasten to point out that no-one at Millennium looks like this. They're all lovely.

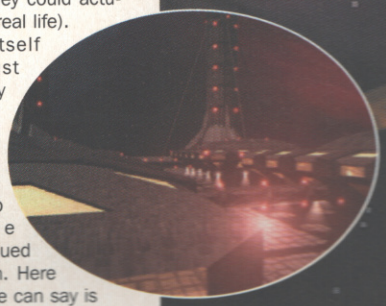


millennium

defcon 5

PC/3DO/PLAYSTATION/SATURN

Whilst DefCon is in a very early stage of development indeed it's one of the games Millennium is banking on. The PC version shown here will be released about two months before the expanded PlayStation conversion (which is already underway). DefCon 5 features an incredible wealth of graphical detail as well as astounding game logic (all the futuristic space buildings have been checked out to make sure they could actually stand in real life). The game itself mixes up just about every style of play, from shoot-'em-up to strategy in order to keep everyone happy and glued to the screen. Here at CVG, all we can say is 'hope it doesn't turn out to be crap'.



deadline

PC CD-ROM

Now this is one of those games you know is going to cause some trouble. The programmers of Deadline have been hard at work with a consultant from S9, the hostage rescue and shooters wing of the cops, to produce what they reckon is the most realistic simulation of any hostile situation ever. You play the part of a hostage rescue team leader faced with 20 difficult situations with tight deadlines. You have to research the situation, plan your attack and then implement the rescue. Your groundwork is as important as your blasting skills, and with reams of video footage and sampled sound it should be just as much fun. Of all the products Millennium was showing off, Deadline looks to hold the most potential playability. Rest assured that we'll be reviewing this one with a passion as soon as humanely possible.

Kill loads of people in deserts in Deadline – ace!

Not even swimming bath terrorists are safe from your mighty wrath!

scroll

PC/MAC

This will be the first of Millennium's current titles to be released. It's a point-and-click adventure with rucks of sampled speech and a large number of rather gorgeously hand-drawn locations to visit. The storyline concerns an ancient scroll and some Egyptian intrigue. You, as one of two characters (each with their own objectives) have to solve the riddles and save the world. Millennium are planning to release Scroll at mid-price, aiming it more at novice RPGers and new computer owners than die-hard gamesplayers, but the presentation should arouse the curiosity of most people.

WORK IN PROGRESS

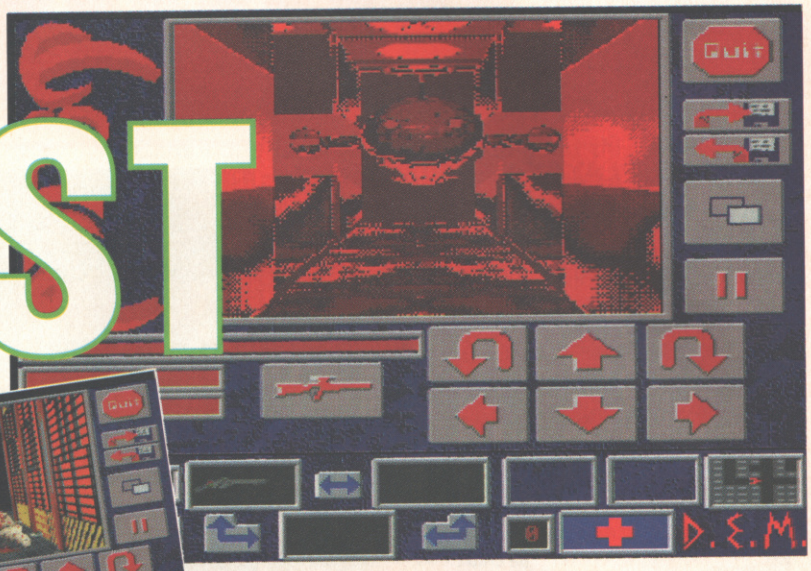
AMIGA

£Unconfirmed
Shoot-'em-up
Dem Software

Programmed by Dem Software Initiated May 1993 90% complete No other versions planned No other versions available Estimated release April 1995

Bleeding corpses, filthy big guns, dimly lit mazes, it must be a Doom clone. But this is on the Amiga so what's going on?

ANGST



▲ Death comes all too quickly in Angst, there's a definite lack of spare ammo clips lying around.

No is not a very useful word really. Think back to all the times your dear old mum told you not to do something, and you went ahead and did it anyway. Something similar happened on the Amiga with most people generally agreeing that the classic PC blaster Doom, or something similar, couldn't be programmed on the Amiga. Not because the machine lacked power, but because of something rather dull to do with the way that the Amiga handles pixels.

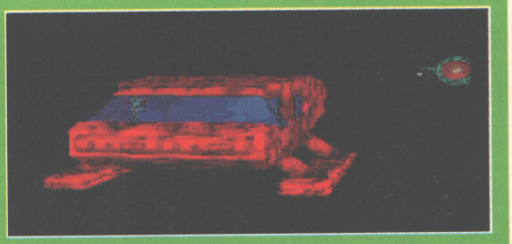
At the end of last year though, a number of software companies changed their minds. First on the scene was Alternative with the enjoyable, if limited, Deathmask, and this year we can expect Team 17's Alien Breed 3D and the as-yet-unsigned Fears. Slotting in between these two releases is Angst, which follows a similar path to Death-mask and co. To get round the pixel-handling problem the viewing screen fills only about a fifth of the screen, but what's there shifts quickly, smoothly and is reasonably detailed graphically.

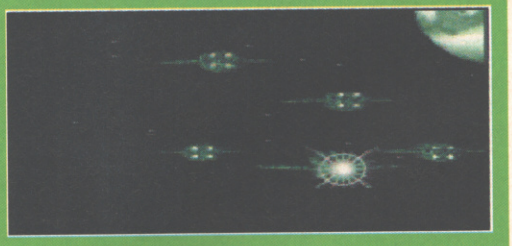
The aim of the game is the same as in every other Doom clone. Wander around a first-person perspective maze, blowing the living crap out of anything unfortunate enough to cross your path and solve the occasional simple puzzle. Angst has a space-based theme so not only will you have to contend with the usual assortment of mythical creatures, but there's also plenty of robot-based foes too. Thankfully there promises to be loads of weapon collectibles to even the odds out a little.

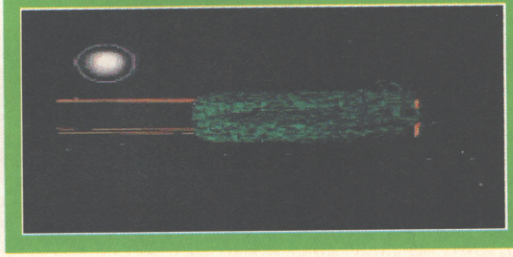
◀ Killing this Jurassic Park reject results in said creature letting rip with a roar of pain (and plenty of blood!).

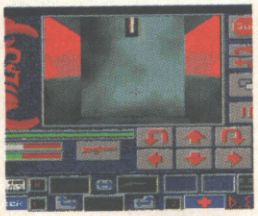
INTRO DUCING

Angst's intro is unfortunately not the most exiting thing ever to be seen on the Amiga. The prerendered graphics are pretty but the problem is they fill only about a fifth of the screen, just like the main game-viewing window. Here's a look at three of the best moments for your delectation...

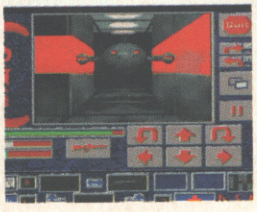


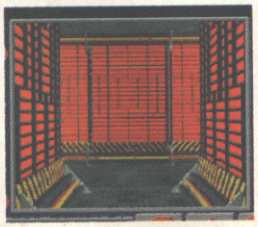






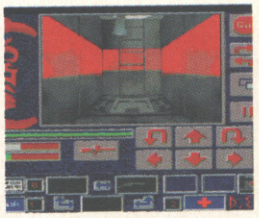
▲ The icons enable a player to move, change or fire a weapon and repair some damage via a medipak.



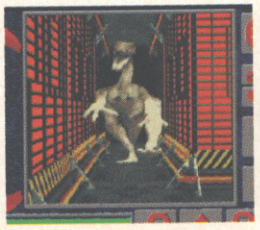


▲ The levels are very similar looking. The only thing that changes is the background colour and the baddies.

◀ This is a space-style Doom clone, so the baddies are more of your robot variety than hell-like demons.



▲ The game's aim is to find the lift which will take you to the next level.



BRUTAL®

Paws of Fury

MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

MEGA-CD

Unleashed!

on the Mega CD, Mega Drive and SNES. Primal power meets ancient wisdom as Gametek unleashes tournament beasts in search of fighting glory. Every four years the Dali Llama travels the world in search of the greatest warriors to compete, on his island, for the coveted 'belt of heaven'. A game of cartoon martial arts, BRUTAL is the game to get your paws on.

88% C+VG "Brutal offers a good challenge, varied tactics and variable speeds incorporated in the levels – the fastest of which puts almost every other beat-em up to shame."

88% MEGATECH "Brutal is a breath of fresh air. A really humorous, entertaining, playable and graphically superb product."

GAMETEK

GAMETEK (UK) LIMITED, 5 Bath Road, Slough, Berks, SL1 3UA

Brutal & Brutal Paws of Fury are trademarks of GameTek, Inc. ©1994 Cybersoft, Inc. Cybersoft is a subsidiary of I.J.E., Inc. ©1994 GameTek, Inc. GameTek is a registered trademark of IJE, Inc. All rights reserved 2999 N.E. 191st Street, Aventura, Florida 33180.
Sega MegaDrive and Mega CD are trademarks of Sega Enterprises Ltd. Super Nintendo Entertainment System™ is a trademark of Nintendo.

WORK IN PROGRESS

PC

£Unconfirmed
Sports Game
Core Design

Programmed by Core Design Initiated August 1994 95% complete 32X and PC CD-ROM versions planned No other versions available Estimated release April

the scottish open virtual golf

Birdies? Bogies? Double Bogies?! Golfing terminology's enough to send most people barking mad, and as far as golfers are concerned it obviously has — no-one but a loony would wear those stupid trousers and checked tank tops!

Golf – sport of the rich and famous. Multi-million dollar deals are made or broken over a game of this oh-so-elitist sport and it's even been blamed for the world-wide homeless problem — acres of prime building land given over for the pursuit of a silly white ball. Well to ease your conscience Core Design is working on a golf sim which you can play without energy, guilt or mega-bucks.

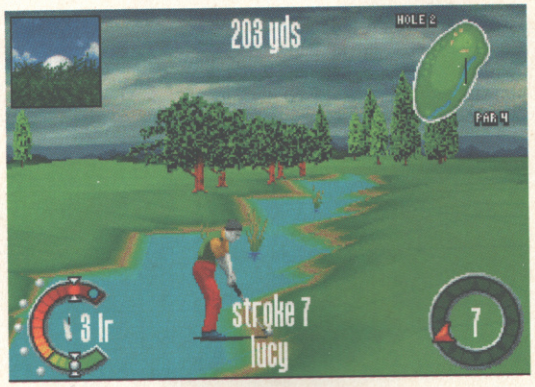
Options galore is the name of the day with currently these four courses to choose from: Hampshire's The Bowery, Ireland's Kilmarney, the Cornish Penperro or Scottish Carnoustie — all of which have their own characteristics and pitfalls. Up to four players will be able to meander round nine or 18 holes in Practice mode on any course; do the rounds in Tournament mode; piling up the cash in the Skins Challenge; go for team-work in the Derby Scramble or again shootit out for cash in Shoot Out where the computer selects three holes to go for at random.

Core is adding scores of different camera angles from which to watch your player or your ball taking flight — all emphasising the detail of the 3D environment. You will also be able to change the wind speed, your driving, chipping and putting strengths, the height of the courses' obstacles and the clothing, skin and hair colour of your players. Plus there's even going to be a flip map option allowing you to play the course backwards, which effectively gives you eight courses. Check next issue for a full review.

▲ *Mr Grey — John Major himself — has dropped in for a quick round. Silly git's spelt his name wrong!*

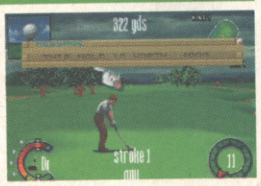
▲ *At the moment there are 16 clubs to choose from.*

◀ *The icon in the top left indicates in what terrain your ball has fallen — this time it's landed in the water and landed you're in big trouble. Go for a Mulligan.*



▲ *The 200m mode is a nice, if somewhat pointless feature. At leazt it hasn't been done before.*

▲ *The map shows the course in miniature — the black line indicates the rough distance and direction your shot should travel.*



▲ *Thrash your opponent in the Skins Challenge to earn yourself fame, fortune.*

VIEW TO A KILLER SHOT

As well as watching the path of your shot from almost every conceivable angle, you can also zoom the camera in and out on yourself to get the perfect view for your next shot.

● GAME BY CORE DESIGN ● CONTACT CORE DESIGN (01332 297797) FOR INFORMATION

NOW YOU'RE ON FIRE!

OWN THE COURT
FEBRUARY 23RD

SUPER NINTENDO ENTERTAINMENT SYSTEM
GAME GEAR
MEGA DRIVE
MIDWAY
Acclaim

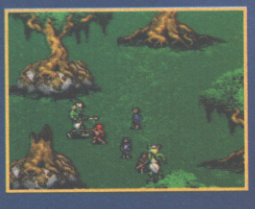
NBA® JAM™. THE NBA AND NBA TEAM TRADEMARKS USED HEREIN ARE THE EXCLUSIVE PROPERTY OF NBA PROPERTIES, INC AND THE RESPECTIVE MEMBER TEAMS AND MAY NOT BE REPRODUCED IN WHOLE OR IN PART WITHOUT THE WRITTEN CONSENT OF NBA PROPERTIES, INC. NBA JAM SESSION IS TRADEMARKED AND OWNED BY NBA PROPERTIES, INC. ALL RIGHTS RESERVED.

THE MOST ENDURING EPIC FANTASY ADVENTURE AROUND.

J.R.R. Tolkein's

THE LORD OF THE RINGS

The ring that has the power to decimate Middle Earth must be destroyed. Fate has chosen you to undertake this epic quest.
Legend tells of a game for up to 5 players that can be controlled by mouse or joypad.
Is it fact? Or is it fantasy...?



INTERPLAY PRODUCTIONS, 71 MILTON PARK, ABINGDON, OXFORDSHIRE OX14 4RR. TEL: 0235-821666

LOTR ©1994. Interplay Productions, Ltd. All rights reserved. This program is published with the cooperation of the Tolkein Estate and their publishers, HARPER COLLINS PUBLISHERS. This is based on The Lord Of The Rings ©1954, 1966 J.R.R. Tolkein. The Lord Of The Rings is a registered trademark, characters & names are trademarks of Tolkein Enterprises. The Lord Of The Rings animation copyright Saul Zaentz Company, 1978. All rights reserved. The advanced Real-time Dynamic Interplay Sound System is a registered trademark of Interplay Productions, Ltd.

SUPER NINTENDO ENTERTAINMENT SYSTEM

Interplay™

WORK IN PROGRESS

■ MEGA-CD

■ £Unconfirmed
■ RPG
■ Sega

■ Programmed by Sega ■ Initiated October 1994 ■ 98% complete ■ No other versions planned ■ Mega Drive version available ■ Estimated release April 1995

shining force cd

There's a large cast of different heroes and monsters to meet and greet (and beat).

Shine, shine like a star, like the star that you are, as Aswad oh-so recently reminded us. And here's a shiner indeed...

Role-playing games – don't you just love 'em? Well if you're British and you answered yes to that last question you're a big fat liar. We can say this because sales and surveys constantly confirm the fact that no-one in this country likes RPGs, with the exception of PC owners (who, let's face it, have not a lot of choice in the matter). But crashing through the adventure game undergrowth comes a title Sega hopes will convert its supporters to the role-playing path. It's the fourth game in the Shining Force saga (counting godawful prequel Shining in the Darkness) and mixes role-playing and strategy elements with a lot of fighting to keep the action fans happy.

Surprisingly for a Mega-CD conversion, Shining Force CD is an all-new adventure, as opposed to the basic game with FMV sequences tacked on. The basic gameplay and tiny in-game graphics remain unchanged from the originals, but the memory size of the CD means there's an awful lot more game than there was previously. Hopefully this should maintain the standard of quality we've come to expect from the series – and hey, you can find out next month when we review it.

▲ Much of your time is spent fighting. But not here.

▲ Nice to see an RPG on Mega-CD, to see it, nice.

In boats, on beaches, in a cave – a fight can happen anywhere. ▼

▲ All the characters in this game are strangely related to characters from previous outings.

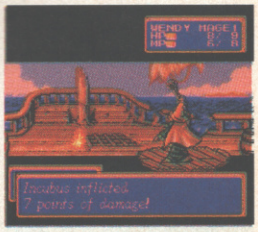
▲ Control a variety of mythical beasts for fun and profit.

FEEL THE FORCE – AHAHAA!

Shining Force first drew attention to itself via the lovely graphics used in the combat scenes. Instead of relying on the titchy little main sprites to convey the atmosphere of a barney, the prgrammers added large cut scenes to illustrate the action. There are now more of these than ever before, and luckily they haven't been replaced by grainy FMV footage of a man in a rubber suit waving his arms around.

▲ A man with grey hair laments his constipation.

Nautical fisticuffs abound in Shining Force CD ▼



◀ What would Mulder and Scully make of it all?

WORK IN PROGRESS

■ 3DO

■ £39.95
■ Shoot-'em-up
■ Electronic Arts

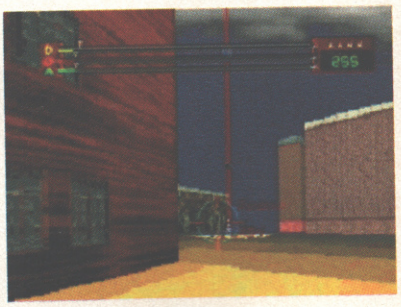
■ Programmed by Five Miles Out ■ Initiated December '93 ■ 90% complete ■ Other CD versions possible ■ No other versions available ■ Estimated release April

IMMERC

It's got to be Perfect. So thought the team behind EA's new 3DO blaster since you have to enter the virtual world of Perfect and do it to 'them' before they do it to you...

Appearances can be deceptive. For all intents and purposes this game looks like it comes from the Metal Head and Iron Soldier stable of games. Immercenary however is a different kind of horse altogether. Although it has a polygon-based, first-person isometric shooter exterior the game's interior is far more complex, and the 3DO's FMV capability has been brought to the fore with movie clips actually being integral to the game, as opposed to just being a fancy intro clamped on to the front.

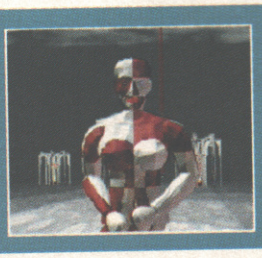
Perfect. I don't mean the game, you're going to have to wait until next issue for the full review for a final verdict, Perfect is the virtual world (this is the futch' you see) where you don the fighting pants of a mercenary. The objective is to shut down the 'system'; and no you're not some 'got any spare change' anarchist who has to bring down the system of commerce of government. No your task is slightly easier in that all you have to do is shut down the tyrannical-like computer operating system that's gone a bit nutter-like, sort of like 2001 A Space Odyssey. Ish. Various baddies, or to give them their Immercenary names 'Rithms', will try and deplete your defence, offence and agility attributes which can be replenished by reaching various colour-coded healing spires. Where your FMV 'bits' come in is between missions you can refer back to the lab, where your comrades will give you advice, or if you've done crap just look at you disdainfully. You also get clues and info from the inhabitants of the Garden on Perfect 1, which gives Immercenary its tactical, adventure-like edge. It all sounds a little bit on the weird side to us.



▲ *Who says originality is dead? Well, we do most of the time. Immercenary looks like being something a bit different, though.*

I CAN SEE FOR MILES AND MILES

Electronic Arts has managed to sign up a new creative programming team over in the States who are the talents behind Immercenary. They go by the name of Five Miles Out. Five miles from where we don't know, but probably Little Rock, Arkinsas as that's where they're from, and an ingenious lot they are because they handled all the production of the game, including all these dead-professional looking video bits. Who needs Dennis Hopper and Grace Jones, eh?

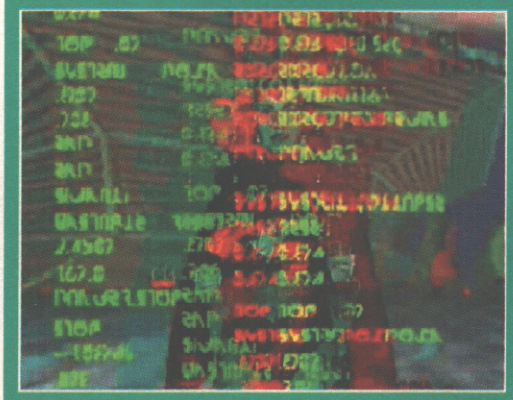


● GAME BY FIVE MILES OUT ● CONTACT ELECTRONIC ARTS (01753 549442) FOR INFORMATION

ENARY

JACK IT UP

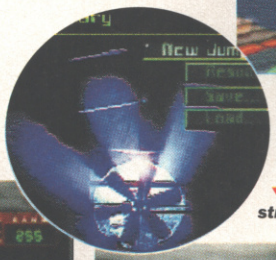
Before you get chance to jack into the virtual world you of course get this complimentary, slick full motion video bit telling you about the armageddon that will follow if you don't work out how to sort out things in The Garden (virtual world-type place). I believe some weeding needs doing.



▲ *This blurry screen means that you're deaded.*

▲ *No great 3DO explosions here I'm afraid.*

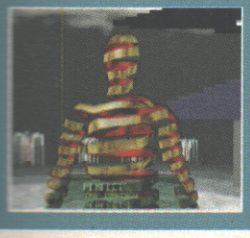
▲ *Please observe the yellow maypole-like structures, and strange people who live in boxes.*

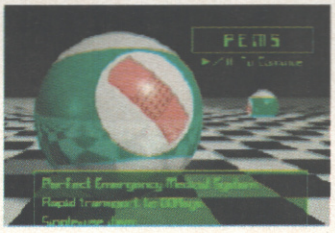


▲ *It may be a Perfect world, but see how the locals like it when you start shooting them.*

▼ *Die! Die horribly strange green thing.*

▲ *The 3D bits are a cross between Hellcab, Doom (again) and Operation Wolf. It looks like being rather good.*





◀ *Billy the ball repaired his puncture with a handy Elastoplast.*

This is ▶ *where you check on your power-ups.*

WORK IN PROGRESS

■ PC FLOPPY/PC CD-ROM

■ £Unconfirmed
■ Graphic Adventure
■ Adventure Soft

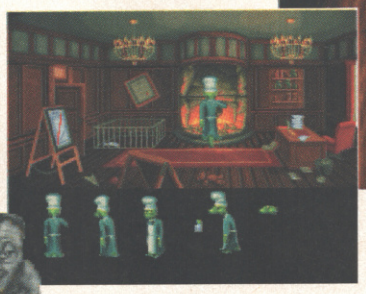
■ Programmed by Adventure Soft ■ Initiated Autumn '93 ■ 90% complete ■ Amiga 1200, CD32 and other Amiga versions planned ■ May be released on Sony PlayStation ■ Estimated release April

SIMON THE SORCERER II: THE LION, THE WIZARD AND THE WARDROBE

The best graphic adventure's aren't all American. Adventure Soft gives you the chance to split your sides over some British humour in Simon the Sorcerer II.

▲ *It might be a PC game but it's not politically correct — it makes fun of the 'differently sane' (ie loonies). And why not? Simon has to cover himself in porridge to join the loonies' society — but is he a match for fish man, straight-jacket man and the rest?*

Simon the Sorcerer was one of the surprise hits of 1993 — a British, comedy graphic adventure which could teach LucasArts a thing or too about humour. The game followed the exploits of a young boy called Simon who, on his twelfth birthday, is whisked away to a fantasy realm where the Three Billy Goats Gruff, Repulser the pig, some talking woodworms and the wicked wizard Sordid all make it difficult for Simon to find his way home.



Well, the good news is Simon's back. The bad news is Sordid's back as well. This time Simon has been tricked into coming to Sordid's world in a magic wardrobe and unfortunately he can't get back again unless he finds some Mucusade to refuel the wardrobe. His search takes him to all sorts of strange locations: a pirate ship, a fast food restaurant, a magic competition and even the Three Bears' cottage. Yes, Simon II is even wackier than the original, and looks to be just as much fun.

Simon II is a big game, with over 80 locations, more than 100 characters and truckloads of tricky puzzles. Everything has been improved: the graphics and animation are more detailed, the music is superb and the first game's old LucasArts-style interface has been replaced by a new icon-driven system.

Red Dwarf fans will be pleased to hear Chris Barrie is back providing the voice of Simon on the CD-ROM version, and Spitting Image's Roger Blake will be playing many of the other colourful characters.

Judging by the success of Simon I, which did well in Britain and Europe, Simon II is bound to be a big hit. The gorgeous graphics, fiendish puzzles and excellent music go together to make what could well be one of the very best adventures of 1995.

If all goes well, Simon II will be released on PC/PC CD-ROM in April, with CD32 and Amiga 1200 versions following in May. There's also the possibility of a PlayStation version, but that depends on whether Adventure Soft manages to invest £30,000 in the developers' kit. Adventures are a rarity on consoles, so if Simon II gets a PlayStation release it could open up a whole new market. Let's hope so, eh?

▲ Simon is going to have to get round those man-eating plants. Don't they remind you of the plant in Little Shop of Horrors, though?

▲ Shades of Monkey Island here: Simon gets press-ganged and ends up prisoner on a pirate ship.

Somebody's going to wind up in the stocks, and you better hope it ◀ isn't you.

▲ One of Simon's many tasks is to win a magic competition. Not being a very good wizard, he'll have to resort to cheating to get what he wants.

Although Simon II has roughly the same number of locations as Simon I, the locations are much bigger. Most of the locations scroll, and the biggest are three screens wide. Many of the screens also contain animated objects, making them far more detailed than the backgrounds seen in the original game. These woods are just one of the many places you can visit, though as you can see the characters haven't ◀ been added yet.

HE'S A RUNT

Simon's back with a new trendy image, but he still has Sordid and Runt to contend with.

Runt is caught reading by his dad, who doesn't think much of such intellectual pursuits.

The book is Sordid's old spell book, and by burning it Runt's dad has summoned the evil sorcerer. Whoops!

Sordid rewards Runt by making him his apprentice. Runt's first job is to locate Simon and bring him to Sordid.

Once he's found young Simon, Runt conjures up a magic wardrobe to bring him back to Sordid's tower.

Simon has grown up since the first game, he's still just as nosey though, as he nips into the closet.

A miscalculation on Runt's part, means Simon appears outside Calypso's magic emporium.

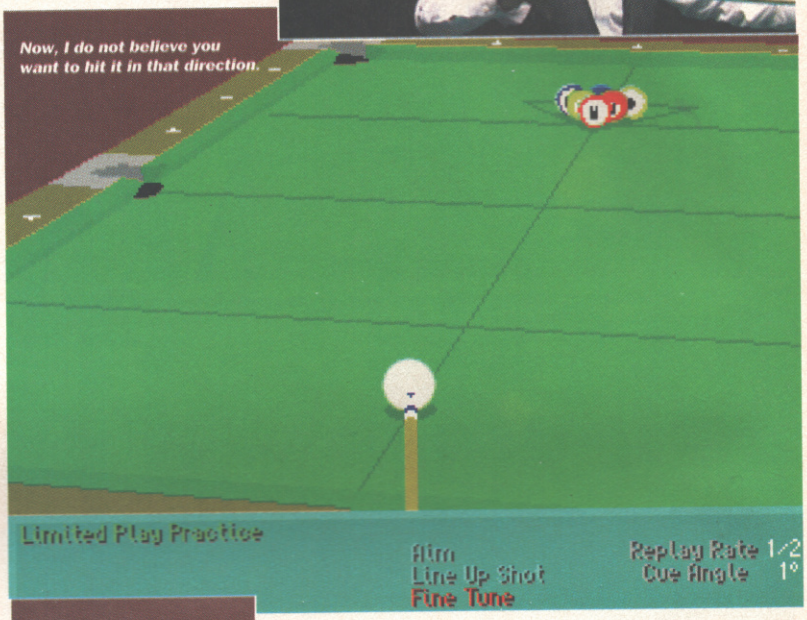
WORK IN PROGRESS

PC CD-ROM

£Unconfirmed
Pool Sim
Interplay

Programmed by Interplay ■ Initiated Summer 1994 ■ 85% complete ■ No other versions planned ■ No other versions available ■ Estimated release April

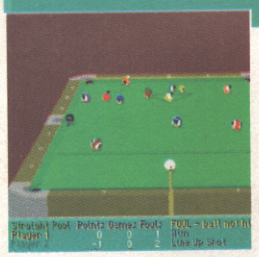
VIRTUAL POOL



Who needs to go down your local for a game of pool when you can enter Interplay's virtual pool world...

The first decent game to fit itself rather nicely into what we call the 'snooker sim genre' is without a doubt Jimmy White's Whirlwind Snooker, programmed by Archer Maclean. And Archer's Ferrari is testament to the fact that game sold by the articulated truckload. What made it so bloody good was that it was so realistic, and that it had some great little quirks, like when you took far too long on your shots the reds turned round and pulled faces at you.

No doubt Interplay would be as chuffed as Mr Punch if Virtual Pool does as well as Mr Maclean's Snooker and subsequent Pool game. It is pool (and not the more Anglicised snooker) that is the subject of this preview. What is so cool about Virtual Pool though has to be the control method: when you take a shot you simply hit 'S' and your mouse becomes a 'virtual' cue, and shots are taken by dragging the mouse across your mat. Obviously the further you drag your mouse back the harder you can hit the cue ball. It's this method which makes VP (as we are now dubbing it here in the CVG office) such a 'realistic' experience, and we can't wait until we get the full version in (and some beers).



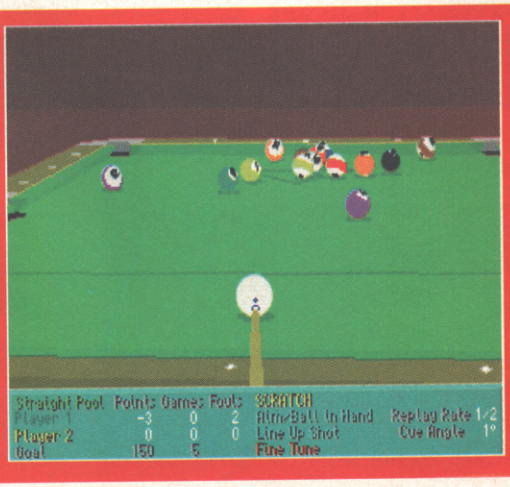
◀ *The control method utilises the mouse and makes VP very realistic.*

All part of programming InterPlay's new pool game ▼

▼ *If you're crap you can call up a tracking line to help you aim the ball.*

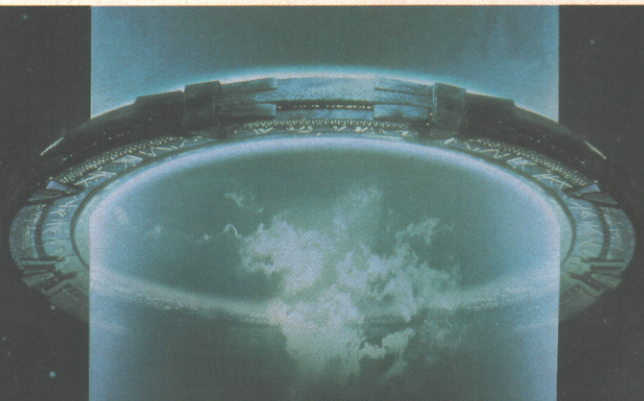
LET'S GET TOGETHER

Communications seem to be where it's at in the Nineties, and if your PC isn't linked up to someone else or something else then you're missing out. And if you're not connected via a network or through a modem to your PC gaming compatriots you're going to miss out on Virtual Pool's multiplayer option. Which would be a real bummer, as this game's gonna excell in two player mode.

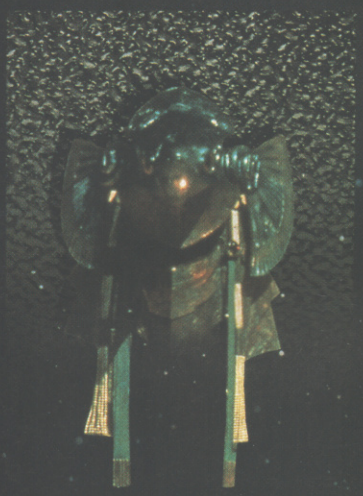


● GAME BY INTERPLAY ● CONTACT INTERPLAY (01235 821666) FOR INFORMATION

Acclaim



IT WILL
TAKE YOU
A MILLION
LIGHT YEARS
FROM HOME.



STARGATE™

SUPER NINTENDO ENTERTAINMENT SYSTEM

MEGA DRIVE

GAME GEAR

GAME BOY

STARGATE™ & © 1994 LE STUDIO CANAL +(U.S). ALL RIGHTS RESERVED. ™ DESIGNATES A TRADEMARK OF LE STUDIO CANAL +(U.S). ACCLAIM IS A DIVISION OF ACCLAIM ENTERTAINMENT. ® & © 1995 ACCLAIM ENTERTAINMENT. ALL RIGHTS RESERVED.

WORK IN PROGRESS

MEGA DRIVE/SNES

£Unconfirmed
Strategy Sim
EA

Programmed by Bullfrog ■ Initiated Autumn '94 ■ 95% complete ■ Jaguar version planned ■ 3DO, PC and Amiga versions also available ■ Estimated release April

THEME PARK

As theme parks go Bullfrog's venture into the genre appears to be far more of a success than EuroDisney, so look out console owners, you're about to go to the fair...

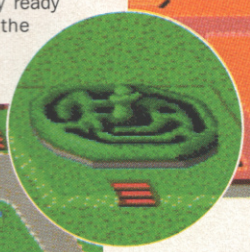
Peter Molyneaux, head cheese at game designers Bullfrog, first had the idea to launch a game like Theme Park 10 years ago. The problem was that the idea was for a business sim didn't seem like something the Jet Set Willyers of the world would be into.Obviously everyone thought 'Yawn City', but when after Peter had come up with the likes of Populous and the cyber-style Syndicate there was a new angle on the biz sim idea, and it came to fruition in the guise of Theme Park.

There's probably not many gameplayers out there who haven't heard of Theme Park on PC (and the 3DO version was reviewed last ish), it's been mega successful, and the gameplay consists of you doing your utmost to set up a theme park, and trying to make it grow and grow. So you start off with a few rides but you could end up with dozens. Obviously, with it being a Bullfrog game it's not quite as simple as that, there are wage negotiations to deal with, and punters to keep happy, for example if they're not fed they'll get hungry and miserable, but if you put an ice cream kiosk right next to the big dipper then everyone's going to end up chundering all over the place. It's all very cause and effect. The Mega Drive and SNES versions are virtualy ready and you'll find the reviews next ish.

MEGA DRIVE

A theme park in a desert? You might as well build it in France.

SNES



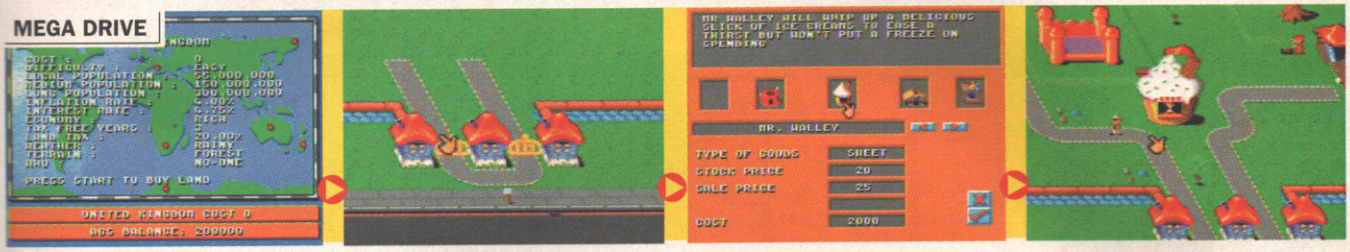
Invest in R&D to develop loads of new rides.

The ice cream stand in a cunning disguise.

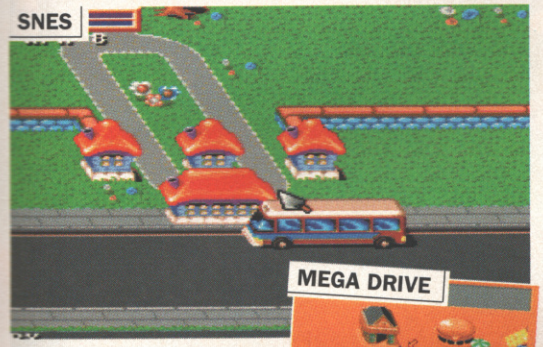
SNES

GAME BY BULLFROG ● CONTACT ELECTRONIC ARTS (01753 549442) FOR INFORMATION

MEGA DRIVE



SNES



MEGA DRIVE

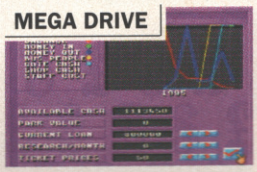
▲ The objective of the game is to get bums on seats (well rides any way).

Keep your workers happy ▶ or they'll strike.

SNES

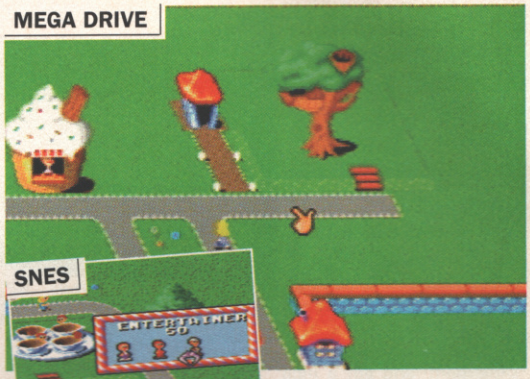
▲ It's the Swirling Mushroom ride, or maybe not.

MEGA DRIVE



▲ Learn how to say things like 'Sell, sell,' and 'Buy, Buy'.

MEGA DRIVE



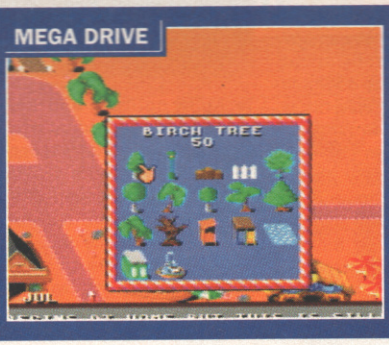
SNES

◀ Let's hope they don't start saying hi-de-hi etc.

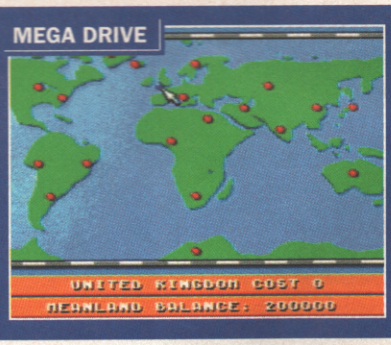
SO, WHAT'S NEW?

What Bullfrog has been doing since the PC version is thinking up some improvements for the console versions, like getting rid of some of the crappier rides and putting in a couple of extra ones. Bullfrog has also got rid of the icon panel at the bottom of the screen, now you just access it as and when you need it. Also wherever you decide to locate your park will affect the way it looks, so in hot countries there will be desert-like scenery or dudes walking around in sunglasses and in cold Scandinavian ones there'll be snow on the ground and depressed teenagers.

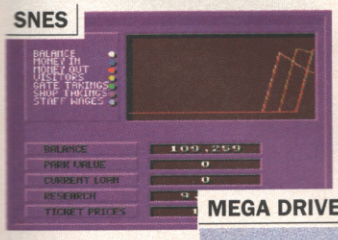
MEGA DRIVE



MEGA DRIVE



SNES



◀ If you can't get the books to balance then you're in the poo.

Who wants sad ▶ teddies when you can have a big dipper?

MEGA DRIVE

Use the cursor to ▶ add rides and shops to your them park blueprint.

SNES

◀ You won't notice a lot of difference between the two console versions.

One just can't ▶ find the staff these days you know.

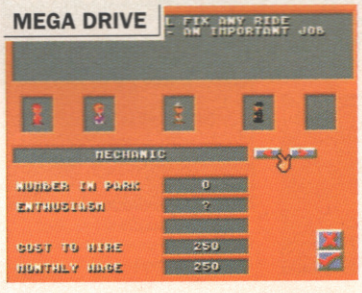
SNES

Look at ▶ me water-workd. Oo-er.

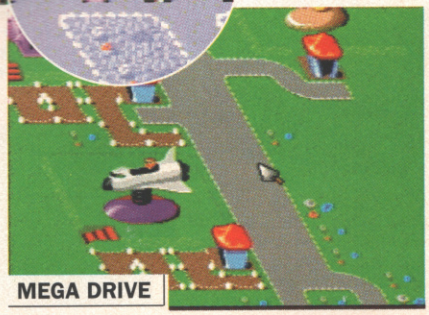
SNES

Hire scab school-leaver labour to mow the grass. ▼

MEGA DRIVE



MEGA DRIVE



WORK IN PROGRESS

PC CD-ROM

£39.99
Racing
Gremlin

Programmed by Gremlin ■ Initiated December 1993 ■ 90% complete ■ No other versions planned ■ No other versions available ■ Estimated release April

SLIPSTREAM

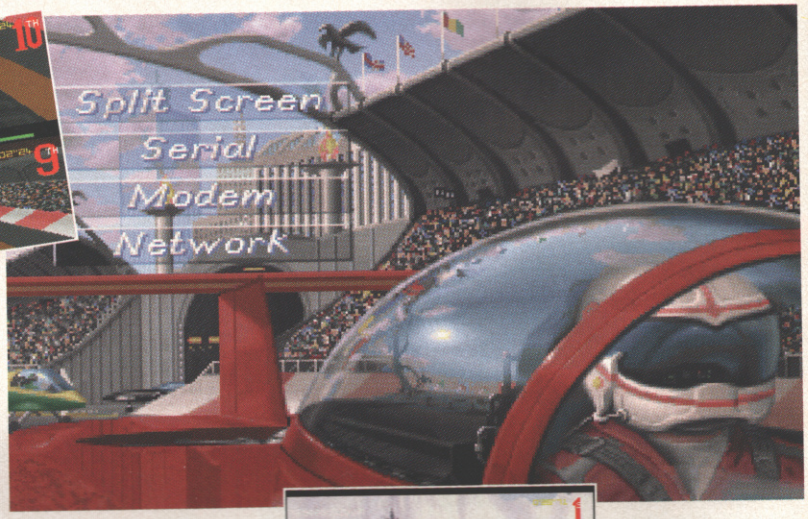
Learn how to fly very quickly indeed and jump into the slipstream...

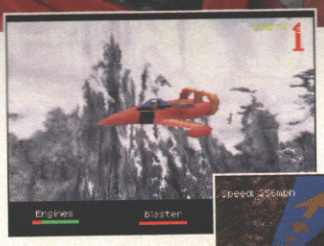
Now, before I had enough cash in my Abbey Bradford and Halifax Junior account to pay for my first car (a mini, which overheated lots), the only way I could get round town when I couldn't borrow Shank's pony was on my push bike. And it was on my 15-gear silver Raleigh racer that I learnt that if I caught up with the number 65 bus of a morning, I could 'slip' into its 'slipstream' and get a nice red tick in the register as opposed to a big black 'L' mark.

Unfortunately (for me that is; nostalgic reasons you understand) Gremlin's new PC racing game is not based on the 65 bus, but is instead based around 10 incredibly agile 'slipstreaming' flying craft. These 'Slipstreamers' are capable of flying at speeds of well over 350mph, which is considerably faster than London Transport's fastest, even when the bus lane is completely clear, which of course it never is.

What's probably going to make this game is its two player mode (or four player network option), and the rather stunning locations round the world that you can race over, from the Grand Canyon to the cityscapes of Tokyo and London. It's not just a racing game though, as you'll be able to customise your craft with a whole bunch of weapons and armour, and hopefully the full review version will be nipping into out slipstream next ish. Unless it runs out of gas.

▲ *We're not keen on the colours in this screen shot though.*





◀ *These craft look reminiscent of Angel Interceptors in Captain Scarlet.*

Early testing of the Channel Tunnel express link. Except the vehicle in this pic's moving. ▶

▲ *Smoothly rendered.*

▲ *The artwork for Slipstream is fairly stylised and that's probably because it's been drawn by 2000AD artist Kev Walker.*

▲ *Fly through the Grand Canyon, and save yourself the cost of the air fare.*

▲ *Spot FX explosions like these will occur if you're crap at games.*

GRATUITOUS BOSOMS AHOY

Software houses cottoned on long ago to the fact that games tend to be played by the male of the species, and Gremlin is continuing the tradition with the likes of Vitoria Venice and Kin and Gin, obviously wearing full pilot's gear, natch.

● GAME BY GREMLIN ● CONTACT GREMLIN (0114 2753423) FOR INFORMATION

SILICA ARE NOW IN 18 BRANCHES OF DEBENHAMS
SEE BOTTOM PANEL FOR DETAILS

NEW! AMIGA CD32

CRITICAL ZONE PACK - WITH 7 CD TITLES

32-BIT SYSTEM PLUS! 7 CD TITLES

- 32-BIT POWER
- BUILT-IN DUAL SPEED CD-ROM DRIVE
- 16.8 MILLION COLOURS
- ALSO PLAYS AUDIO CDs
- 11 BUTTON CONTROLLER
- TITLES AVAILABLE FROM £14.99
- OPTIONAL SX1 COMPUTER MODULE *SEE BELOW LEFT*
- OPTIONAL FULL SCREEN VIDEO CD MODULE *SEE BELOW LEFT*

PACK INCLUDES:

CD32 GAMES CONSOLE	RRP	£249.99
CANNON FODDER	RRP	£29.99
DIGGERS	RRP	£29.99
LIBERATION	RRP	£34.99
MICROCOSM	RRP	£44.99
OSCAR	RRP	£29.99
PROJECT X	RRP	£12.99
ULTIMATE BODY BLOWS	RRP	£29.99
TOTAL VALUE:		£462.92

£239

INC VAT - CCD 3450

NORMAL RRP ~~£249~~

FREE DELIVERY IN UK MAINLAND

INCLUDES

CANNON FODDER

PLUS

DIGGERS

PLUS

LIBERATION

PLUS

MICROCOSM

PLUS

OSCAR

PLUS

PROJECT X

PLUS

ULTIMATE BODY BLOWS

MORE THAN JUST A GAMES CONSOLE . . .

COMPUTER UPGRADE

Turn the CD32 into a fully functional Amiga 1200 compatible computer.

SX1 MODULE	KEYBOARD	DISK DRIVE
£199	£39	£59
INC VAT - CCA 0100	INC VAT - PKE 0120	INC VAT - DRI 1159

14" STEREO COLOUR MONITOR

Sharpen your output with this high quality 14" RGB & Composite, Stereo Monitor

RRP ~~£293.74~~ **£219** INC VAT

MON 8833 - Requires cable CAB 5224 - £5.95

CONNECT TO AN AMIGA COMPUTER

COMMUNICATOR III - NEW MODEL
Allows the CD32 to be connected to all Amiga computer systems - offering AGA graphics to older Amiga models. MIDI ports, genlock functions. Photo CD slideshow (even from PC CDs) and much more.
£79.95 INC VAT - CCA0110

S-PORT SERIAL COMMUNICATIONS

INTERFACE - CD32
Serial network cable for connecting your CD32 to an Amiga computer, allows CD-DATA to be transfered to the computer, supplied with CDPD I CD (600Mb of software).
£29.00 INC VAT - CCA0120

JOYSTICK CONTROLLER

COMPETITION PRO
Control pad for the CD32 allowing you to play both game & audio CDs. Features include auto- & turbo-fire, slow-motion switch & eight-way control.
£14.99 INC VAT - CCA0540

WATCH MOVIES

With the addition of a simple plug-in cartridge the CD32 can be turned into a fully featured Video CD player. Allows you to play blockbusting movies (full screen) with digital quality picture and sound.

EXPECTED DURING 1995 - CCA 0320 **£199** INC VAT

A COMPLETE RANGE OF SOFTWARE

JUST SOME OF THE 100+ TITLES AVAILABLE ON CD FOR THE AMIGA CD32

OTHER TOP TITLES

CHAOS ENGINE	£14.99	ARC 4451
GUNSHIP 2000	£22.99	ARG 8861
LABYRINTH OF TIME	£21.99	ARL 0121
SEEK & DESTROY	£14.99	ARS 2941
SOCCER KID	£19.99	ARS 6571
SPEEDBALL 2	£14.99	ARS 6681
SUBWARS 2050	£29.99	ARS 6901
SUPERFROG	£14.99	ARS 6951
THEME PARK	£34.99	ART 4051
VITAL LIGHT	£14.99	ARV 4631
WORLD CUP GOLF	£29.99	ARW 7981

THE SILICA SERVICE

1978 SILICA 1995 17 YEARS SERVICE TO YOU

Before you decide WHEN to buy, we suggest you consider WHERE to buy and protect your investment with a purchase from Silica. With our unrivalled experience and expertise, we will provide all the extra help, advice and new product information you may need both now and in the future. Visit one of our stores, or return this coupon now and begin to experience the "Silica Service".

SILICA

NOW IN 18 BRANCHES OF DEBENHAMS STORES NATIONWIDE

- **ESTABLISHED 17 YEARS:** We have a proven track record in professional computer sales.
- **PART OF A £50M A YEAR COMPANY:** With over 300 staff - We are solid and reliable.
- **EXPERIENCED STAFF:** All fully trained in 'Customer Care'.
- **TECHNICAL SUPPORT HELPLINE:** FREE help and advice from a team of experts.
- **A FULL PRODUCT RANGE:** All of your computer requirements from one supplier.
- **WE PRICE MATCH:** We will normally price match any local high street store within a 3 mile radius on a "Same Product - Same Price" basis.
- **FREE CATALOGUES.**
- **PAYMENT:** We accept most major credit cards, cash, cheque or monthly terms (APR 23.8% - written quotes on request).
- **VOLUME DISCOUNTS AVAILABLE:** Business, Education and Government. **Tel: 0181-308 0888.**
- **MAIL ORDER:** FREE DELIVERY in UK mainland on orders over £40+VAT. Small administration charge (£2.50+VAT) on orders under £40+VAT.
- **21 STORES NATIONWIDE:** *"Mini Stores carry a selected range only but products can be ordered in the stores via Mail Order

MAIL ORDER 0181-309 1111

PLUS TECHNICAL AND HEAD OFFICE

SILICA, SILICA HOUSE, HATHERLEY ROAD, SIDCUP, KENT, DA14 4DX

PLUS BRANCHES AT:			
BRISTOL	Debenhams - (2nd Floor)	St James Barton	0117-929 1021
* CARDIFF	Debenhams - (1st Floor)	St. David's Way	01222 341576
CHELMSFORD	Debenhams - (2nd Floor)	27 High Street	01245 355511
CROYDON	Debenhams - (2nd Floor)	11-31 North End	0181-688 4455
GLASGOW	Debenhams - (6th Floor)	97 Argyle Street	0141-221 0088
GUILDFORD	Debenhams - (3rd Floor)	Millbrook	01483 301300
HARROW	Debenhams - (2nd Floor)	Station Road	0181-427 4300
HULL	Debenhams - (2nd Floor)	Prospect Street	01482 325151
IPSWICH	Debenhams - (2nd Floor)	Westgate Street	01473 221313
LONDON	Silica	- 52 Tottenham Court Road	0171-580 4000
LONDON	Debenhams - (3rd Floor)	334 Oxford St	0171-580 3000
LUTON	Debenhams - (1st Floor)	Arndale Centre	01582 21201
MANCHESTER	Debenhams - (3rd Floor)	Market Street	0161-832 8666
PLYMOUTH	Debenhams - (3rd Floor)	Royal Parade	01752 266666
ROMFORD	Debenhams - (3rd Floor)	Market Place	01708 766066
SHEFFIELD	Debenhams - (3rd Floor)	The Moor	0114-276 8611
* SHEFFIELD	Debenhams - (L.Ground)	Meadowhall Ctre	0114-256 9779
SIDCUP	Silica	- Silica House, Hatherley Rd	0181-302 8811
SOUTHAMPTON	Debenhams - (1st Floor)	Queensway	01703 223888
SOUTHEND	Keddies	- (2nd Floor) High Street	01702 462426
* THURROCK	Debenhams - (1st Floor)	Lakeside Centre	01708 863587

SILICA

COMPUTER SHOPPER 1994 Awards WINNER *Best Software Delivery Service*

COMPUTER SHOPPER 1994 Awards NOMINATION *Best After Sales Service*

To: Silica, CVG-0495-231, Silica House, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON AMIGA CD32

Mr/Mrs/Miss/Ms: ..... Initials: .....

Surname: .....

Company (if applicable): .....

Address: .....

.....

.....

..... Postcode: .....

Tel (Home): .....

Tel (Work): .....

Which computer(s), if any, do you own?

..... 231D

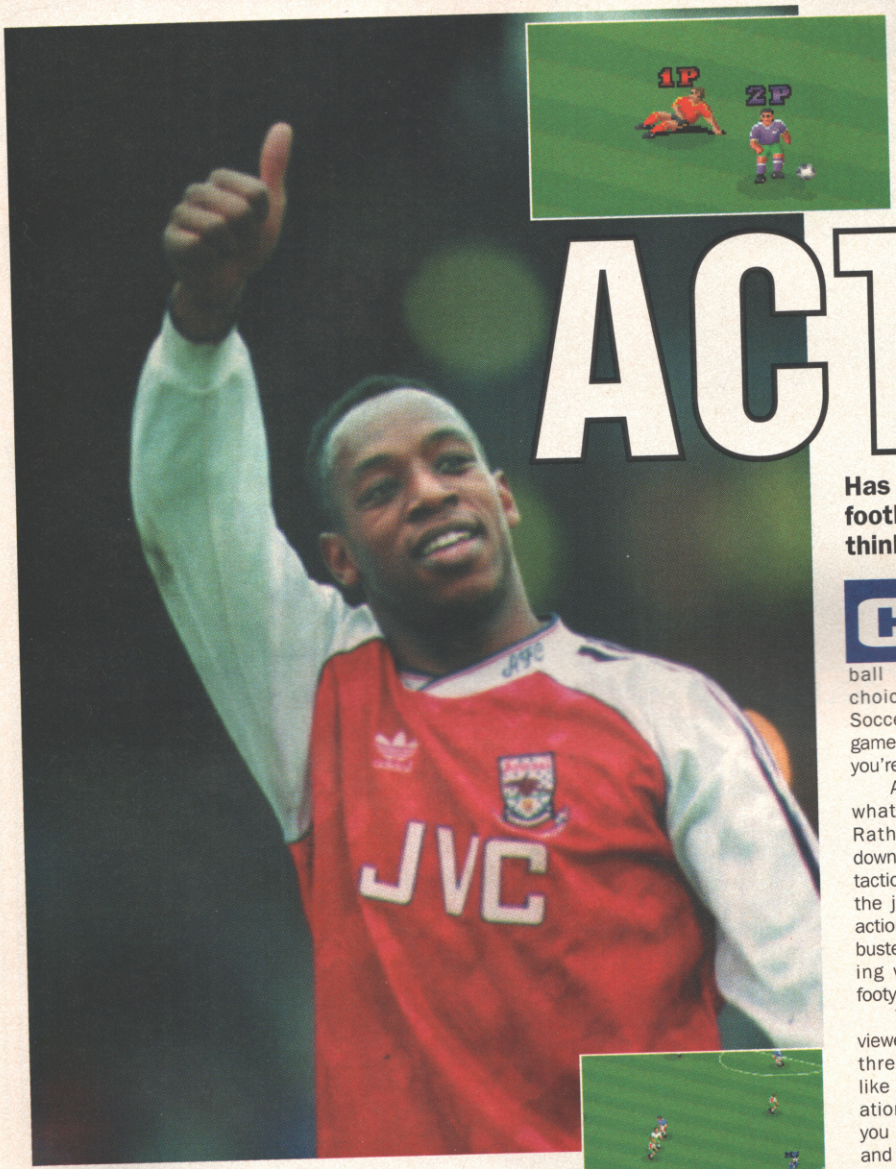
E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

WORK IN PROGRESS

PC CD-ROM

£Unconfirmed
Soccer
Ubi Soft

Programmed by Ubi Soft ■ Initiated January '94 ■ 95% complete ■ No other versions planned ■ No other versions available ■ Estimated release April



◀ Many of the players look suspiciously like Peter Shilton.

And it's a brilliant save from Fulchester's fish-like 'keeper. ▶

ACTION

Has the PC been left behind with arcade football games, Ubi Soft doesn't seem to think so...

Currently, if you're a PC owner who wants a purely action-lead football game you've got a choice of either Sensible Soccer or FIFA. Both great games, but what do you do if you're not a fan?

Action Soccer is purely what the name suggests. Rather than get bogged down with a huge amount of tactics, it strikes straight for the jugular and delivers an action-packed half-volley net buster which looks like scoring with every PC-owning footy fan in the country.

The action can be viewed either side on or in a three-quarter perspective like FIFA. Unlike EA's creation, Action Soccer gives you more of a passing game and more control over your players. To get around the PC's sad two-button joysticks, the programmers have devised a neat system where precise timing, the position of the ball and double-taps on the fire-buttons dictate the type of shot you're about to unleash.

The graphics are large, well-defined and nicely animated. However this exacts a pretty high price on the processor, so it looks like being a game for anyone with a 483 33Mhz or over. One of the things that will really make this game great is the sound. FIFA CD may have had John Motson, but Action Soccer's got Jonathan Pearce, who could well have old Motter's in a fight. We reckon. He provides the commentary whenever there's an on-pitch incident, while the superb crowd samples go into overdrive in the background.

Action Soccer looks like leaving the competition standing. We'll know for sure next month when we get our hands on the review copy, so make sure you've got your ticket and have your pies and Bovril handy.

▲ The camera view pulls back for throw-ins and goal kicks.

SPOON, SLICE OR SCORE

Unlike many football games where missing is simply a case of not having put the right amount of aftertouch on, in Action Soccer if you miss time a shot it's spooned well and truly in the crowd. However, get it right and you could be in for a real net-buster.

THAT BLOKE'S A NUTTER

He's the voice of football in the south-east (and sometimes the middle east when there's a Birmingham match), and our link to the football world when we're working weekends. He is Capital Gold's Jonathan Pearce and he's a mental, loud-as-anything football commentating god. He also provides the superb commentary in Action Soccer. If you haven't heard him before you're in for a real treat – he makes Brian Moore sound like he's in desperate need of Prozac.

Just in case you didn't realise this is, most definitely, a throw in.

Slide tackles are a sure-fire way of disposing of another player – and maybe getting the ball at the same time.

SOCCER

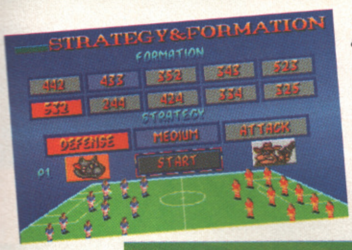
The best way to score in this game is by chipping the ball in from the wings then nutting it into the net.

Aiee! Your players have been crushed by a giant falling kick-off sign.

We could be dancing, yeeah. Suppose it's better than kissing his team-mates.

The 'keepers can be set to computer control, which is just as well as there's more than enough going on in the outfield to keep you occupied.

Oh come on, it wasn't that good a goal. There's no need to get too carried away. We're not impressed you know.



This is as strategic as the game gets, with the onus being firmly on action and gameplay.

This is not time for physical jerks young man, that bloke in the blue is about to stamp on your spine.

It's all too easy to spoon the ball into the crowd – something which is greeted with a sarcy comment from JP.

Goooooooooooooooooooooooaaaaaaaaaaaaaaaaaaaaalllllllllllllllllllllllllllll!

WORK IN PROGRESS

■ SNES

■ £Unconfirmed
■ Shoot-'em-up
■ Gametek

■ Programmed by Gametek ■ Initiated January 1994 ■ 85% complete ■ No other versions planned ■ No other versions available ■ Estimated release May

AIR CAVALRY

Any volunteers for a single-handed raid right into the middle of an invading army?

Now if there's one thing the SNES really doesn't have at the moment, it's a really decent helicopter game. It's not surprising really, since they're traditionally easy to cock-up. Gametek however, looks like it may have got things all worked out.

Naturally it's 3D and makes use of the SNES' mode-7 hardware. It's set over three zones and throws every bit of helicopter-hostile enemy at you, from AA guns to naval frigates. To deal with these you've got a decent, but limited, supply of guided and unguided missiles, plus your trusty M61 cannon which comes with enough ammunition to wipe out half the Chinese army. Each zone has dozens of individual missions which, on the whole, are simply based around your capacity to fly into the middle of an almighty ruck and wipe out the entire attacking army on your own. Sounds fair.

As well as being able to take on the armies of the world single-handed, you can also go cannon-to-cannon with a mate thanks to the split-screen two-player mode. Here you either team up to destroy the common enemy which, frankly, isn't half as much fun as the other mode where the aim is to simply blow each other out of the sky.

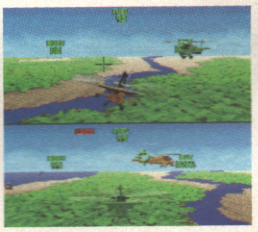
This certainly had us hooked for quite a while – especially the two-player mode, and it looks like Gametek has a potential hit on its hands.

This looks like being the closest thing to Thunderhawk to hit the SNES – which is a very good thing. ▶

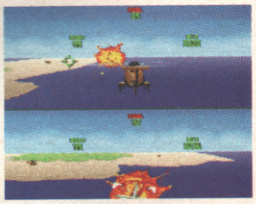
Right lads, X marks the spot and last one back loves Pauline Fowler. ▼

▼ *Each stage has loads of missions.*

▼ *Player two buys it with a missile up the bottom.*



The split screen two-player mode is fantastic. You can either play against each other or as a team. ▶



LOOK MUM, A HECLIOPTER

You're not limited to one helicopter in the game, oh no, there are four death-dealing whirly birds waiting for you in the hanger. They include a lightly armed, but agile scout 'copter and a huge megadeath dealing assault craft.

WORK IN PROGRESS

MEGA DRIVE

£Unconfirmed
Platform
Sega

Programmed by Sega ■ Initiated May '94 ■ 90% complete ■ No other versions planned ■ No other versions available ■ Estimated release May '95

After a double dose of Taz it's time for a new kind of minor-league cartoon hero.

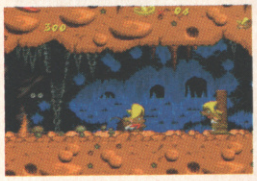
SPEEDY GONZALES

Sega can be very hit and miss with its licensed platform games. Taz worked first time around, but seemed quite flat in the sequel. It looks as though lessons have been learned there, because Speedy Gonzales looks all together more lively.

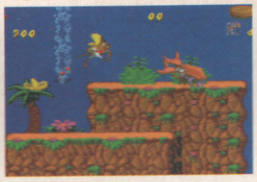
It's not just because he's a bit of quick old rodent either. Sega is incorporating plenty of familiar platform features in a bid to get away from the old relying on the licence syndrome.

Yes, Speedy is fast, but he can also make use of boxing gloves and Acme-related devices during the game. All of which will add depth to the playability. Whether Sega will be able to put enough into the game to persuade Mega Drive owners to go for yet another platform game remains to be seen, but our first impressions are all good ones.

▲ Wouldn't it be great if Sylvester actually caught him?



▲ "Ay seenyor mouse, you seem to be a beet tied-up at the moment."



▲ Come on, a talking mouse in a sombrero? That's silly.

▲ Gain guff power by eating red chilli peppers.

JIM CARREY JEFF DANIELS

DUMB AND DUMBER

12

FOR HARRY AND LLOYD EVERY DAY IS A NO-BRAINER.

NEW LINE CINEMA

FROM FRIDAY APRIL 7TH

ODEON LEICESTER SQUARE
ODEON MARBLE ARCH (071) 723 2011
ODEON SWISS COTTAGE (071) 722 5905
ODEON KENSINGTON (071) 371 3166
GREENWICH CINEMA 081 853 0053
UCI WHITELEYS TELEPHONE 0800 88 89 07
MGM CHELSEA 081 970 6010
MGM BAKER ST. 071 935 9772
PICTURE HOUSE CLAPHAM 071 498 3323
The Screen on the Green 071-226 3520

AND AT A CINEMA NEAR YOU

CHECK LOCAL PRESS FOR DETAILS
DETAILS CORRECT AT TIMES OF GOING TO PRINT

WORK IN PROGRESS

PC

■ £Unconfirmed
■ Simulation
■ Gametek

■ Programmed by David Braben ■ Initiated June '94 ■ 70% complete ■ Amiga version planned ■ Other versions available ■ Estimated release June

FRONTIER 2: FIRST ENCOUNTERS

Flee! Flee you fools, the Thargoids are back with bigger ships and they're coming straight for you...

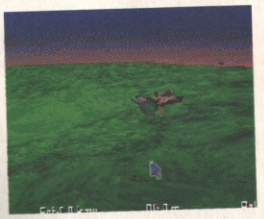
There was no denying that Frontier, the follow-up to Elite, was a superb game. Yes, it did have plenty of faults, but the good points outweighed the bad. So just imagine what the follow-up's going to be like, as programming David Braben has heeded the advice of Frontier players the continent over to make all the right moves for the sequel.

The basic game engine is pretty similar although, thankfully, combat has been made much easier. There's not going to be any of that trying to shoot in one direction while flying at half light speed the other way malarkey; this is what made for some frustrating moments first time around. To make things even more straight-forward, one of the new gadgets you can buy for your ship is a combat computer. It works in a similar way to the scanner, but makes it easier for you to pin-point the position of other ships. The planets have also been made more detailed, with chasms and valleys to spice up dogfights and plenty of ground installations to trash.

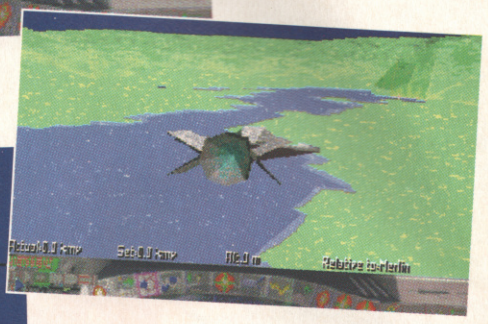
The plot's also been improved. Instead of endless embarking on random missions, a constant storyline runs throughout. it's still a similar power-struggle backdrop, but this time there are several definite outcomes depending on what jobs you undertake and how well you did them. And in the middle of it all are the original villains from Elite – the Thargoids. As to whether you can buy a Thargoid ship, Braben won't say.

If the original Frontier's success was anything to go on, and if people are convinced by the changes in this version, Braben and co could find themselves sitting pretty for a long time to come.

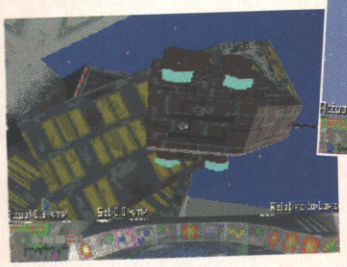
▲ One of the many new ships you'll be able to pilot in Frontier 2: hard-looking, isn't it?



▲ More of the combat takes place on planets, so you've some backdrops to look at.



▲ The control system has been made more user-friendly this time round – which takes care of one of the main complaints about the first game.



Cor! New, improved, even larger space stations that are still impervious to lasers and missiles ▶

Plenty of even harder weapons are up for grabs this time around.

▲ The texture mapping on the Amiga version is up to the same standard as the PC's. Needless to say you'll need at least an A1200 to run it on.

WHOLE NEW WORLDS

To bring a new dimension to dogfighting, Braben has improved the scenery on the planets, so you can now fight across the surface or practice your skills by seeing how close you can get to mountains in true Spanish pilot style. And there are plenty of new ships and weapons to choose from – sounds ace.

● GAME BY DAVID BRABEN ● CONTACT GAMETEK (01753 553 445) FOR INFORMATION

WORK IN PROGRESS
■ MEGA DRIVE/SNES

■ £Unconfirmed
■ Platform
■ Acclaim

■ Programmed by Probe ■ Initiated August '94
■ 90% complete ■ Game Gear and Game Boy versions planned ■ No other versions available
■ Estimated release April

judge dredd

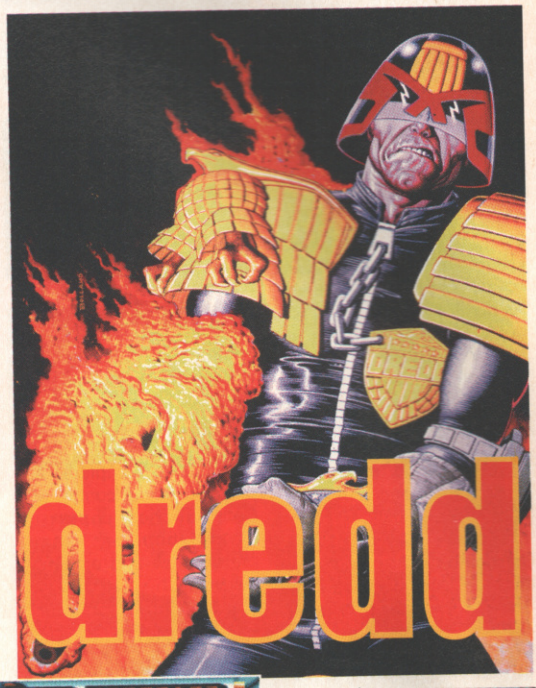
Part man, another part man, all cop, that's Judge Dredd.

The producers of One Foot in the Grave probably thought they were being really clever making a series about a grumpy pensioner, but sadly they'd been beaten to it some years before by 2000AD comic. Surely the world's most thoroughly miserable old bloke must be that bastion of law and order Judge Dredd, played somewhat implausibly we'd of thought by Sylvester Stallone in the forthcoming movie of his adventures. Now comes your chance to grab a slice of petty-minded vexation with the official game of the film.

We'd love to tell you what the plot is, but to be perfectly honest we haven't a clue what it's about, except that it's got something to do with some perps and judges and there's quite a bit of shooting. And the judges ride these cool bikes, and they've got one of them in the window of Planet Hollywood, but it looks really cheap and plasticky up close. The game, however, we're a bit better on. It's a platform shoot-'em-up in which you stalk the streets of Mega City One in an effort to reduce crime by shooting everyone you see. The graphics certainly look very nice already, but we're not telling how well it plays. Not until next month, anyway.

▲ *I just said, "Off you go Dredd, it's an early shower for you", and he went mad.*

This looks somewhat thrilling, does it not? Dunno what's going on, though. ▶

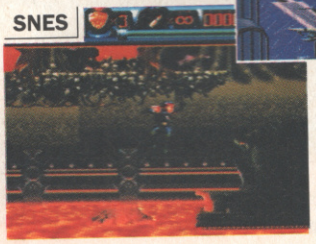


▲ *An evil C5 attempts to exact bloody revenge for the rejection of humanity.*

▲ *Hey everyone, look at me! Look, I'm swinging like a monkey! Look! Hey, look!*

▲ *Not even the Statue of Liberty is above the law.*

▲ *Judge Dredd often, as a part of his work, finds himself in dangerous situations. Here is one as an example. Looks mighty perilous.*



▲ *All your favourite 2000AD characters called Joe Dredd make an appearance.*

◀ *JD pops down to Hell for a spot of demon-bashing. Or it might be a steelworks.*

FREEZE, LUVVIE!

The Judge Dredd movie has been in production hell for about five years now. The project was first announced with Sylvester Stallone cast in the lead role, but he dropped out before shooting started. A succession of other un-famous actors were linked with the flick before Stallone repented and reprised the leather kecks of Dredd – under the condition he was allowed to take his helmet off indoors (which, of course, Dredd never does ever). A year down the line and presto, Judge Dredd is ready for the big screen. Having seen some clips we can say, hand on heart, that it looks ace. As to whether the plot will be up to scratch is still anyone's guess, however.

● GAME BY PROBE ● CONTACT ACCLAIM (0171-344 5000) FOR INFORMATION ● FILM STILLS © 1994 SYNERGI PICTURES ENTERTAINMENT INC AND SYNERGI PRODUCTIONS NV INC. ALL RIGHTS RESERVED. ● © 1995 EGMONT FOUNDATION. ALL RIGHTS RESERVED.

WORK IN PROGRESS

■ SNES/GAME BOY

■ £Unconfirmed
■ Shoot-'em-up
■ Electronic Arts

■ Programmed by Electronic Arts ■ Initiated Autumn '94 ■ 90% complete ■ No other versions planned ■ PC, Amiga and Mega Drive versions available ■ Estimated release SNES May, GB April

JUNGLE

It's the attack of the isometric-perspective shoot-'em-ups on a Nintendo format that you own soon (ish)...

The world is not a safe place to be. Just when you think you've saved it from one tinpot, reactionary, zealot dictator along comes another one to plague your peace. Such is the case in the sequel to the highly acclaimed Desert Strike, but this time the prefix is 'Jungle', as any Mega Drive owner will no doubt tell you. The first game in the series (the Mega Drive is now up to the third Strike: Urban) had you pitting your wits and military hardware against General Kilbaba the Desert Madman, but now it's his son Kilbaba the Younger who's after revenge for the death of his da'. Unlike his dad he doesn't look like Saddam Hussien. No, this one looks like Colonel Gadaffi, so it looks as though the international terrorists are breeding with each other – yeuuk.

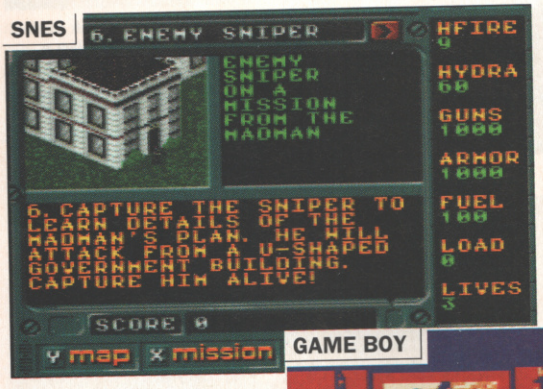
The two Nintendo Jungles aren't vastly different to the other versions, although the control on the Game Boy version is still a bit rusty. The SNES game, however, is looking very smooth and the intro is almost 3DO calibre. Each game has a healthy quota of action (GB has nine campaigns with between six and eight missions in each; SNES eight campaigns and over 30 missions to complete) and with you taking control of a Commanche 'copter, a stealth bomber, assault motorcycle and an attack hovercraft.

This Strike game looks like it's going to make Nintendo, Ocean and Gremlin a lot of money. Probably. Even if it doesn't, who's going to bet against there being Nintendo versions of Urban Strike before the year's out?

SNES

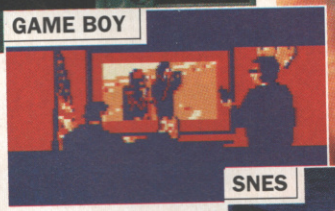
◀ *This is the Library of Congress. Who wants to save a load of old books though, eh?*

SNES



▲ *This is where you find out what the heckity heck you've got to do.*

GAME BOY



▲ *The intro for the Game Boy is not massively different to the SNES version.*

SNES

One of the props from the Red October film tries to sneak past your humble hovercraft. ▶

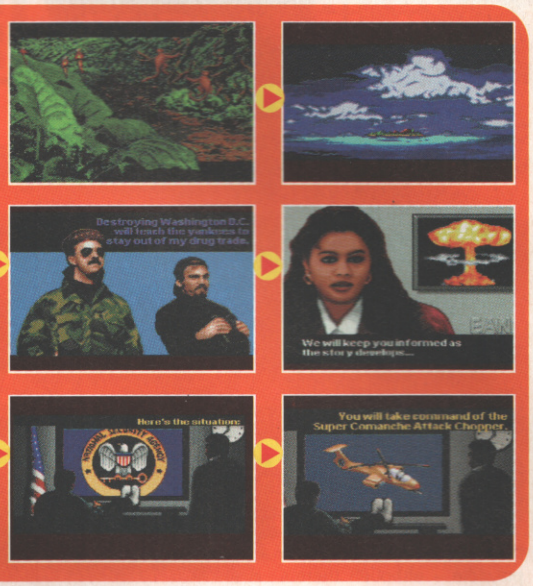
GAME BOY

▲ *Play Jungle Strike on a Super Game Boy, and there's no real difference.*

● ORIGINAL GAME BY ELECTRONIC ARTS ● CONTACT OCEAN (0161-832 6633) FOR INFO ON GAME BOY VERSION AND GREMLIN (01142 753423) FOR INFO ON THE SNES VERSION

OVER TO YOU JUDITH...

Now, although this island looks like the perfect place for Miss Chalmers to wangle another freebie, she wouldn't be too happy while sipping her Pina Colada, going on about factsheets and having the cushiest job in TV, with a terrorist's missile started to speed towards her. Nice thought though. She wouldn't look so smug then, eh readers?



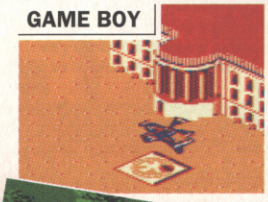
STRIKE

SNES

▲ Reinforcing the stereotype that all nutter terrorists drive round in VW camper vans. Unfortunately they're not much cop against Apache helicopters.

Thanks to the Game Boy's limited graphics every level looks like it's set in the desert. No jungles here. ▶

GAME BOY



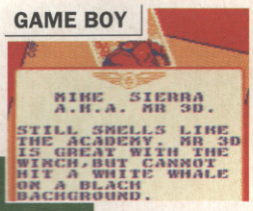
◀ This carnage means you've either got one or two men left, or that it's Game Over man.

GAME BOY

▲ These are the monuments that you have to protect, they flash until they are out of danger.

◀ That armoured number 43 bus is a bugger to blow up. A few Hellcats will send him back to the bus.

GAME BOY



▲ Obviously this guy is as dangerous in your chopper as a drawing pin in a condom factory.

▲ Protect the Washington Monument, kill the terrorists, watch Byker Grove and go round Darren's house. Busy day.

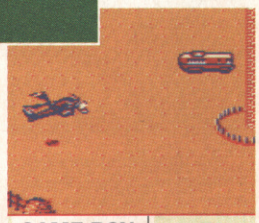
GAME BOY

▲ What do I care about traffic reports, I own a bloody helicopter.

SNES

▲ The graphics and scrolling are v. smooth, check out that 'copter and his shadow...

...Unfortunately on this early version of Ocean's Jungle the shadow needs a little more work methinks. ▶



GAME BOY

WORK IN PROGRESS

■ 3DO

■ £Unconfirmed
■ Action Strategy
■ Bullfrog

■ Programmed by Bullfrog ■ Initiated August '94 ■ 75% complete ■ Sequel planned for late '95 ■ Mega Drive, SNES, PC, Amiga and Jaguar versions available ■ Estimated release April

SYNDICATE

It's a bloody mess! At least it will be once you've trashed the planet with your ultra-hard posse of cyborgs...

Although it's now a couple of years old, Syndicate is still well up there as one of the finest, and most violent, strategy games ever released. The concept, like the game itself, is very simple. Guide up to four armed cyborgs through 50 enemy strongholds, blasting anyone who gets in your way with a jolly selection of large guns and bombs.

It's not just this violence that makes the game playable – although there's no denying that's a big plus. But it's also the simplicity and inventiveness of the missions. Later on in the game you have to rely on using weapons left behind by dead enemies to arm your cyborgs, since there's no way on Earth you can carry enough ammo to last. Encounters with enemy cyborgs are also unavoidable, so any spare cash you have has to be ploughed into research and development to make sure your lads have state-of-the-art weapons.

Don't expect many changes from PC Syndicate in this version, mainly because the game doesn't really need them. However, Bullfrog is promising loads of excellent new gimmicks, weapons and inventive ways of inflicting computer death on people in Syndicate 2, which is due later in the year.

▲ I'm leaning on a lampost at the corner of the street. Dumdy, dum, dum, meet.

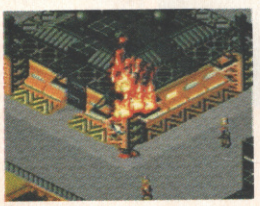
▲ Look! Rendered graphics. Woo.

▲ Your aim is simply to take over the world. There, not too tough really.

▲ Remember to kit your cyborgs out with topper weapons before you send them into the battle zone.

Three against one – now those are real odds. As long as your blokes have the biggest guns, that is. ▶

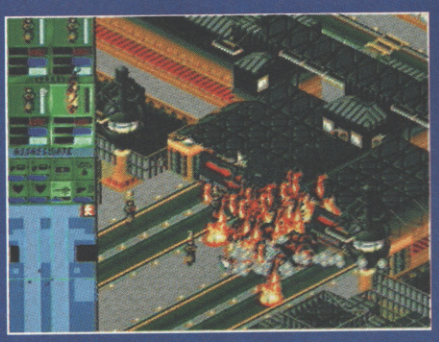
▲ I shall destroy you all with my special red-light torch-boy ring.



▲ Mrs Gobi spontaneously combusted as the Cyborg milkmen called round to collect this week's money.

BANG TANGO

In the process of causing maximum death to enemy cyborgs/coppers/hapless civilians, things do tend to get quite violent, not least because the fun weapons such as the rocket launchers cause whacking big explosions. The buildings can't be damaged, which is a shame, but that's something that you will be able to do in Syndicate 2.



● GAME BY BULLFROG ● CONTACT BULLFROG (01483 579 399) FOR INFORMATION

SUBSCRIBE TO

COMPUTER AND VIDEO GAMES

12 for the price of 10!

AND SAVE £££££!

That's right! No more hiking down to the shops in driving rain to find your local newsie's run out of CVGs. No, you could be basking in the warm glow of our very latest issue delivered to your door before it even hits the stores!

What's more, subscribe now and you'll get 12 issues for the price of 10! We're practically giving them away! Who knows, if enough of you subscribe we could be even cheaper. Yes, we're not above bribing people. It works for us, and it'll work for you as existing subscribers know – with CVG you're always ahead of the game.

To take out a subscription to Computer & Video Games complete the form and send with payment to : Computer & Video Games Subs Dept, Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harbour, Leicester, LE16 9EF.
(or if you want to pay by credit card call our subscriptions hotline on 0858 468888 quoting source and offer codes)

I wish to subscripe to Computer & video Games and I enclose a cheque/postal order made payable to Emap Images Ltd for £.....

UK (Offer Code: B14)	: £22.50
Overseas surface	: £40.00
Air Europe	: £43.40
Air Zone 1	: £62.50
Air Zone 2	: £74.20
Eire	: £40.00

Source Code : IB19

NAME: .....

ADDRESS: .....

.....

POSTCODE: .....

SIGNED: .....
(Parent or guardians signature if under 18 years)

All subscriptions will be processed as quickly as possible, but you should allow 28 days for the order to be processed and expect to receive the first avalible issue after that.

Subscriptions guarantee: remember, if you are not completely satisfied with your subscription, you can cancel at any time and get a full refund for any unmailed issues.

☐ **Tick here if you do not wish to receive any direct mail that Emap Images Ltd feels may be of interest to you.**

WORK IN PROGRESS

MEGA-CD

£Unconfirmed
Beat-'em-up
Sega

Programmed by Sega ■ Initiated November 1993 ■ 95% complete ■ No other versions planned ■ Mega Drive version available ■ Estimated release April/May

ETERNAL CHAMPIONS CD

When I was a kid they used to advertise cool boardgames on the telly, ones that lit up or had groaning castles on them and things. But now it's all Sega stuff.

The observant among you may remember Eternal Champions from a year or so back. It was Sega's big attempt to out-Street Fighter Street Fighter and featured a large cast of characters, each plucked from a different point of the past, present or future by the eponymous Eternal Champion. Sadly, despite being a fine game, it failed to set the charts alight. Boo hoo.

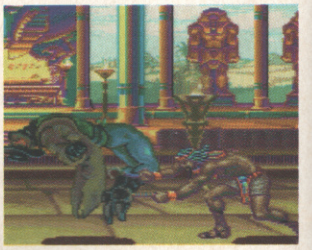
But weep not, Sega fans, for all your favourite Eternal Champions champions, and some of their new pals, are set to make a reappearance pretty funky darn fine soon. This is all thanks to the Mega-CD which has given the programmers the scope to include an incredible *nine* secret characters, hordes of new moves and some especially sexy-looking FMValities.

The basic gameplay remains virtually unchanged, apart from the huge injection of Mortal Kombat-alike extras. Can the humble Mega-CD take another beat-'em-up of this type? Can Eternal Champions fare better this time around? Can you pinch more than an inch? The answers to all these exciting questions, except the last one, are coming soon to a CVG near you. Don't touch that dial now, y'hear?

▲ *The training mode found in the cart version seems to have been axed.*

▲ *Along with the FMV sequences, there are regular in-game kills too: fatalities, sudden deaths and overkills.*

Blood and gore fans have nothing to fear – there's plenty of both. ▼



A fight is never far away in Eternal Champions – and we're not bally well kidding. ▶

NEW LOOK, SAME GREAT TASTE

It's all change over at Eternal Championsville. Not only do a bunch of new non-hidden player characters make their motley presences felt, but all the old favourites get a facelift too. New costumes would appear to be the order of the day for some, while the full special moves makeover is applied to others. Needless to say even Eternal Champions owners should be at least a bit interested in the update.

● GAME BY SEGA ● CONTACT SEGA (0171-373 3000) FOR INFORMATION

RAVEN GAMES LONDON

74 BROMLEY ROAD, BECKENHAM KENT BR3 2NP

TEL: 081 663 6810 MAIL ORDER/ CREDIT CARD LINE: 081 663 6822 FAX: 081 663 0046

FIRST WITH THE LATEST RELEASES

OWN YOUR OWN ARCADE MACHINE
SUPER GUN DELUXE inc. 6 BUTTON PAD £149.99
AS SEEN ON ITV'S BAD INFLUENCE AND REVIEWED IN EDGE THREE
6 BUTTON CAPCOM STICK £49.99
6 BUTTON PAD £19.99
OTHER EXTRAS AVAILABLE - S.A.E. FOR FULL LIST
PCB VIDEO (VERSION II) -
SHOWS LOADS OF OLD CLASSICS ..... £4.99 P&P £1.50

NEO GEO

NEO GEO CD JOYSTICK ..... PLEASE RING
NEO GEO CD (PAL OR SCART) INC. 2 PADS + GAME ... £399.99
NEO GEO VIDEO - SHOWS EVERY GAME ..... £4.99 P&P £1.50

SOFTWARE

AGGRESSORS OF DARK KOMBAT (CD)	£59.99
WIND JAMMERS (CD)	£49.99
STREET HOOP (CD)	£49.99
SAMURAI SHODOWN II (CD)	£59.99
TOP HUNTER (CD)	£49.99
KING OF FIGHTERS 94 (CD)	£54.99
SIDE KICK SOCCER II (CD)	£44.99
FATAL FURY SPECIAL (CD)	£44.99
SAMURAI SHODOWN (CD)	£44.99
LAST RESORT (CD)	£34.99
ART OF FIGHTING II (CD)	£49.99
NAM 75 (CD)	£29.99
THRASH RALLY (CD)	£49.99
PUZZLED (CD)	£29.99
BOWLING (CD)	£29.99
ALPHA MISSION II (CD)	£29.99
NINJA COMMANDO (CD)	£49.99
TOP PLAYERS GOLF (CD)	£29.99
BASEBALL STARS II (CD)	£34.99
KING OF THE MONSTERS II (CD)	£34.99
MAGICIAN LORD (CD)	£49.99
BURNING FIGHT (CD)	£29.99
WORLD HEROES JET (CD)	£54.99
KARNOVS REVENGE (CD)	£49.99
MUTATION NATION (CD)	PLEASE RING
2020 BASEBALL (CD)	PLEASE RING
SENGEKO II (CD)	PLEASE RING
POWER SPIKES II (CD)	PLEASE RING

3DO

3DO GOLDSTAR USA NTSC inc. 2 Games/Photo CD/Scart Box + Fifa Soccer	£449.99
Goldstar F.M.V. cart	PLEASE RING
3DO USA NTSC inc.Game + Scart Box	£449.99
Panasonic Joypad	£39.99
6 Button Joypad	£34.99
Scart Box	£64.99
Game Gun (USA Only)	£44.99
Japanese Magazine	£7.99
Japanese Magazine inc. Demo Disk	£24.99
SNES Joypad Adaptors	£34.99
3DO Game Secrets Book, 282 Pages, 28 game hints + Cheats	£14.99

LATEST RELEASES
S.A.E. FOR FULL LIST

WAY OF THE WARRIOR (UK)	£39.99
CORPSE KILLER	£49.99
SUPREME WARRIOR	£54.99
STAR BLADE	£54.99
WORLD CUP GOLF	£39.99
SSFIIX	£54.99
CRIME PATROL	£49.99
NOVA STORM	£44.99
DEMOLITION MAN	£39.99
SHOCKWAVE 2	£29.99
SEAL OF THE PHAROAH	£54.99
GEX	MARCH
MYST -	MARCH
QUARANTINE	MARCH
WING COMMANDER III	MARCH

PC Engine

100'S OF NEW PC ENGINE GAMES FROM £9.99
PC ENGINE FX ..... NOW IN STOCK

LATEST RELEASES
* RETURN TO ZORK(FX) * BATTLEFIELD 94 *
* QUEEN OF QUEENS (WRESTLING)(FX) *
ALL HARDWARE ACCESSORIES IN STOCK

SEGA /MEGADRIVE

HAVE YOUR MACHINE CONVERTED TO RUN EVERY GAME
50/60 HZ JAP TEXT /UK TEXT ..... £25 P&P £6

SEGA SATURN

SEGA SATURN NTSC/SCART INC. VIRTUA FIGHTERS	PLEASE RING
SEGA SATURN JAPANESE MAGAZINES	£8.99
BACK-UP CART/JOYPADS	PLEASE RING

* CLOCKWORK KNIGHT * PANZA DRAGOON *
GALE RACER*VICTORY GOAL* SHIN SHINOBI

Nintendo /SNES

HAVE YOUR UK SNES CONVERTED TO 50/60HZ ..... £35 P&P £6
RING FOR LATEST USA / JAPANESE RELEASES
S.A.E. FOR FULL LIST
2 WAY SCART SPLITTER BOX (INC LEADS) £19.99

SONY PLAYSTATION

SCART CONVERSION AVAILABLE	PLEASE RING
SONY PLAYSTATION INC. RIDGE RACER	PLEASE RING
JOYPAD/ NAMCO PAD / MEMORY CARD	PLEASE RING
JAPANESE MAGAZINES	£8.99

KILEAK THE BLOOD*TEKKEN*MOTOR TOON GP
SPACE GRIFFON*STAR BLADE*GUNDAM

JAGUAR

JAGUAR VIDEO SHOWING 30 GAMES	£4.99 P&P £1.50
UK / USA SCART MACHINE	£199.99
JAGUAR CD	PLEASE RING
SCART LEAD - £14.99* S/VHS VIDEO COMPOSITE LEAD	£19.99

BUBSY £29.99*ZOOL II £29.99*CLUB DRIVE £34.99*
DRAGON £29.99

WE ALSO STOCK * LYNX ONLY £24.99
*** F M TOWNS MARTY**
GAME GEAR * NES *
***GAMEBOY * MASTERSYSTEM**
*** JAPANESE MUSIC CDS * MANGA**

WE STOCK A MASSIVE SELECTION OF SECOND HAND GAMES

OPENING HOURS MONDAY -SATURDAY 10AM -5.30PM WEDNESDAY 10AM - 1PM
P&P GAMES, MAGAZINES, PADS £1.50, WE ARE NOT JUST A MAIL ORDER COMPANY
COME AND SEE US AT THE ABOVE ADDRESS AND SEE ALL THE ABOVE MACHINES ON DISPLAY.
S.A.E. FOR FULL LIST. PLEASE MAKE CHEQUES PAYABLE TO: RAVEN GAMES
ABOVE PRICES ARE MAIL ORDER ONLY. SHOP PRICES MAY VARY.
NEXT DAY DELIVERY. TRADE ENQUIRIES WELCOME

K.T. KONSOLS

We are the largest
Game Exchange Service in Britain
At present we have the following games in stock:
Over 225 Mega Drive, Over 225 SNES,
Over 60 Neo Geo, Over 100 PC Engine
and also a variety of 3DO games. To find out what titles we have in stock, please phone. Once you have chosen your game, we'll reserve it for you then all you have to do is send us your unwanted game and we'll despatch your reserved game immediately by First Class Recorded Delivery.
It couldn't be easier!

WE ALSO SELL SECOND HAND GAMES AT VERY COMPETITIVE PRICES

The machines we cater for are SNES, Megadrive, Neo Geo, Jaguar, 3DO and PC Engine/Turbo Express.

NEW GAMES ALSO STOCKED

Please phone for latest information on SEGA SATURN and SONY PLAYSTATION.

NEO GEO C.D. (Scart / Pal) - Two pads + Art Of Fighting - £395.00

All latest releases are in stock
Tel/Fax 0847 896949 - 3 Lines
26 Princes Street, Thurso, Caithness KW14 7BQ
Open 6 days a week, Mon-Sat 10.30 - 6pm
You've tried the rest now come to the best!

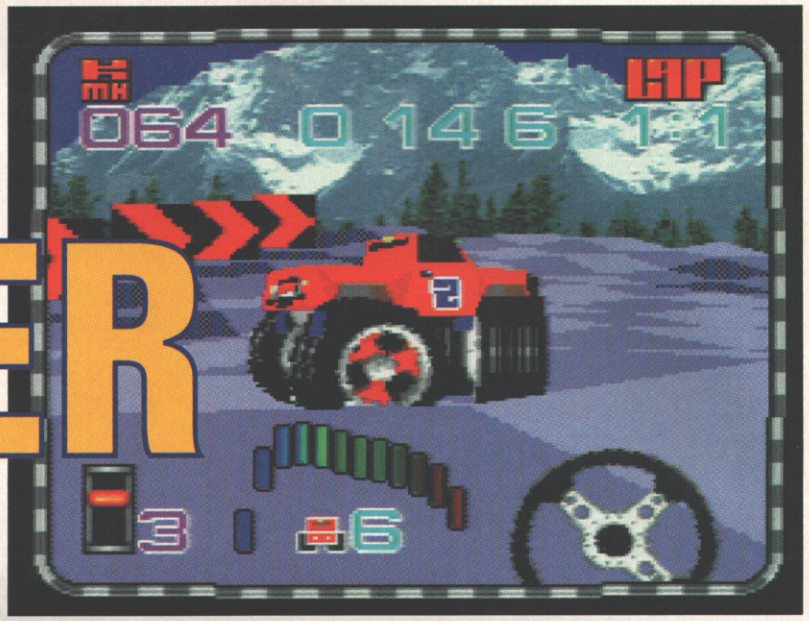
WORK IN PROGRESS

SNES

£Unconfirmed
Racing
Elite

Programmed In-house ■ Initiated May '94
90% complete ■ PC version planned
No other versions available ■ Estimated release April

DIRT RACER



Can Elite's new FX polygon racer do for the Super Nintendo what Stunt Race FX couldn't. CVG takes to the track...

It doesn't take a genius to spot a certain similarity between this and Nintendo's Stunt Race FX. That's partly because Dirt Racer is powered by an SFX chip, the same type as in the Nintendo game, and though the SNES is a great piece of kit, it is a little limited when it comes to producing complex polygon-based objects such as the cars in Stunt Race FX.

Elite is aware of similarities between the games, and has included plenty of features to set the game apart. For one, you're not racing on a narrow track. Because this is an off-road game you're at liberty to take your motor for a little jaunt through the countryside as you try to track down short cuts or ways past the other driver. Elite has also tried to spice the objectives up a bit, instead of normal first-across-the-line courses. Each stage features

▲ *The two-player mode promises to be far friendlier than Stunt Race's.*

◀ *Dirty tactics – yes! That's what we want.*

FRANK'S CAR LOT

Alwight my son. 'Ows abhaat a new motah? Yeah, 'ats right, I got these free 'ere. One careful owner, know what I mean? And she was a nun, right? Howsa abhaat you take a butchers then? Sweet, sorted and, indeed, pukka you old lake.

BUGGY
Light, tough to steer, but goes real fast. Perfect for country roads.

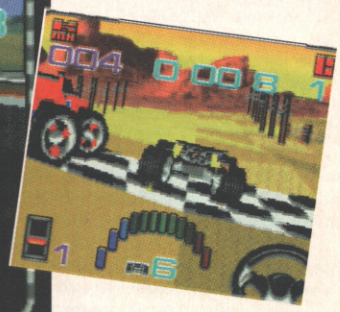
JEEP
Good all-round. But won't earn you the best times.

MONSTER TRUCK
Big, slow and well 'ard. Handy for the stunt tracks.

▲ *Oh-oh. That's a bit more than just a scratch on the paintwork. Dad most certainly will not be pleased.*

● GAME BY ELITE ● CONTACT ELITE (01922 55852) FOR INFORMATION

▲ Come in number two, your time is up.



This is your desert track. Looks a bit deserted doesn't it. (Sorry – Ed.) ▼

One careful owner, only 10,000 miles on the clock and the highest insurance ever. ◀

The motors in the game can withstand a small amount of damage before exploding. ▶

a stunt track packed with difficult turns and hills. There's a puzzle course where it's up to you to work out which order to clear the check-points in before your opponent does. Better than Stunt Race FX? Find out next month.

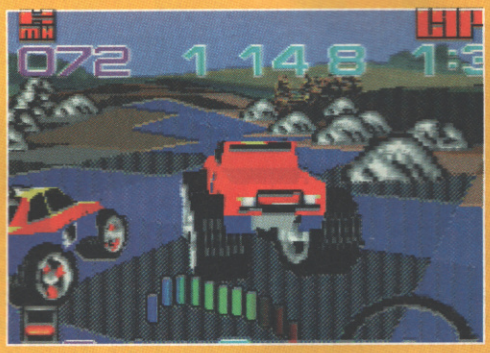
▲ Even driving the monster truck is no guarantee that you're not going to end up skidding on the ice.

▲ The big truck was our personal fave motor in the preview version we played.

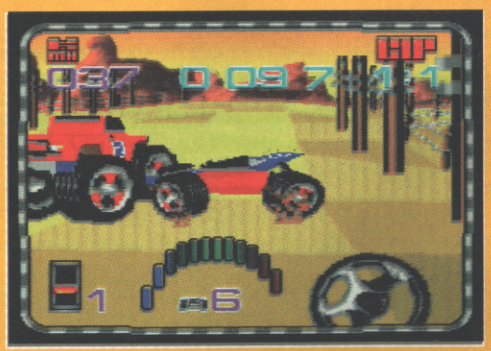
▲ Alaska is the most challenging location in the game.

ALL AROUND THE WORLD

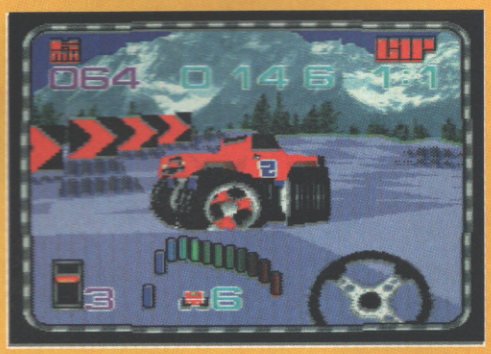
The game features courses in Britain, Australia and Alaska. As you can imagine, the British tracks are fairly flat while the Alaskan ones have you sliding all over the place.



Ahh, the good old UK. Fairly tame, but great for beginners. Although you'd have thought there'd have been a few joyriders.



Here's where the men are sorted out from the boys. Whopping great hills and hair-pin bends make life tough to the extreme.



And here's where the rampaging mutant steel-wheel scum are sorted out from the men. The hardest set of tracks in the game.

in the bag

'All Aussies living in England should be sent back courtesy of Slowtugs Animal Freight UK'. Yes that's the sort of contentious issue we like to hear at CVG, so if you have an issue that's burning a hole in your pocket (though what it's doing in your pocket God only knows) write to us.

LETTER OF THE MONTH £20 PRIZE WINNER

COMPLETE NUTTER

I think I can predict the outcome of the front cover of Issue 159. When plain polygon Lau comes in to attack Toh Shin Den's wonderfully texture mapped Eiji, Eiji will simply sidestep to the left (a move which Lau is not capable of performing) and smack Lau in the ribs. Consequently Lau will fall on his knees and give Eiji ample time to finish him off by decapitating Lau with his sword. Lau's dismembered body would then fall to the ground and gush out polygonised blood, but only a couple of polygons, because the Saturn can't handle too many!

Frank Wiseman, Ayr

CVG: We take it you're a PlayStation fan.

CHEAPSKATE

I am a bit upset about the price of games and accessories for consoles. Recently I purchased a Super Nintendo and all of a sudden the Saturn, Jaguar and 32X come out. I mean a Jaguar would set me back £199 plus the £50 or so for each game. I am sorry but not everyone can afford £50 plus for games.

Andrew Bell, Newcastle

CVG: Unfortunately, software doesn't come cheap any more, and although the hardware is relatively low in price (admittedly the new consoles are expensive, but the 16-bit machines are dirt cheap) the basic premise of Sega and Nintendo getting you to buy their machines is that they can then make money on the software, you dig? Plus the cost of making a game these days can run into millions, Ground Zero Texas and Wing Commander 3 for example, and this reflected in the final price. And OK you've just bought a SNES, but if you can't afford expensive games then at least there's a back catalogue of loads of great games at reasonable prices for that machine. So you can't afford a Jag, Saturn or PlayStation, I'm sorry but neither can a lot of people yet, but eventually when they're released over here they'll be a lot cheaper than on import, and unfortunately games are a luxury and they don't come cheap.

NEO GEO CD MOANS

It really angers me to see how late SNK has left it before finally releasing a machine with reasonably affordable software. its timing is pathetic, Mr Blobby could have done it quicker. If the Neo Geo CD had been created a couple of years ago SNK would be the giants of the British game industry by now, while Sega and Nintendo would be struggling for survival. With its GENUINE arcade-quality graphics and sound it would have been a massive hit. As it stands today, no matter how successful the Neo Geo CD is, SNK will find it impossible to overtake Sega and Nintendo's domination of the videogames market.

K Murray, Riverside, Glasgow

CVG: Even today the Neo Geo is still something of a technical masterpiece, but its problems lie in the chronic lack of variety of its software. Even if the games had always been available on CD instead of massive carts we doubt whether there'd be any more punters willing to shell out for endless beat-'em-ups. Plus SNK's best titles have been successfully ported over to other formats which offer a greater variety of software.

WRITE TO: IN THE BAG, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU OR E-MAIL: CVG@emapimag.demon.co.uk.

J MORRIS IS A PRAT 1

After reading Mrs J. Morris' letter in issue 159 I felt that I had to reply to her comments. I realise that she may not actually read this letter if it's printed, because she's obviously way above the likes of CVG readers. But why do these people just go on pushing their prehistoric views on to us. If we the readers didn't enjoy reading your magazine we would not buy it. As for her mentioning the glorification of pornography and violence, what a load of tosh. I think she must be reading the wrong magazine. The computer magazines are on the bottom shelves, not the top.

I feel very sorry for her son. It must be very boring reading walking magazines and playing games designed for the under threes all day. I will not prevent my daughter from using game systems, I was rather she was in her room playing Doom, blowing people away gratuitously, than out in the street, where anything can happen. Most children go into crime because they have nothing better to do with their time. Is this what she really wants from her son. I realise that these are my views, but I am sure that they are the feelings of most games players, who are always told that there's too much violence in games. This is rubbish, after all it is only a game. What about the violence on the news everyday, and this is shown throughout the day so anybody can watch it. People like Mrs Morris are the reason that censorship in the UK has been pushed to ridiculous standards. Thank you for spoiling it for everyone else. To Mrs Morris, on behalf of video gamesplayers all over the country, get stuffed and keep your views to yourself, ya miserable old mare.

Christopher Stevens, Cheltenham Glocs

BLACK BEAUTY

I'd just like to say that Sony's black CDs for the PlayStation are seriously wicked and whoever thought of the idea should automatically win the lottery. Is there any other reason for them being black though? See ya!

D Easington, E–Mail

CVG: It's supposed to help Sony clamp down on piracy as only a few manufacturers make the black CDs. But we have to hand it to Sony, the CDs are cooler a '50s teen icon on the bleakest winter's day in Iceland.

UPGRADE CHAT

I got my first games machine aged eight (C64) and in the last six years I've upgraded to a Mega Drive, and three years ago to a SNES. The Mega Drive and SNES are good machines, but of late I've become bored of them and I'm thinking of upgrading again to a more powerful console. Of the 3DO, Saturn, CD32, PlayStation and Ultra 64 I feel the last two machines will be the major success stories. After seeing Gale Racer on the Saturn it has put me off the machine. The PlayStation looks good though, especially with games like Super Formation Soccer and Ridge Racer being released for it when it arrives officially.

The Ultra 64 looks cool too. Killer Instinct is a masterpiece and if the employees at Nintendo can work their butts off to produce games like that then the Ultra 64 could well be the clear winner. I guess what I want to know is what will be THE machine to buy.

James Sterenberg, Ireland

CVG: Don't we all mate, there's nothing like splashing out a load of cash on something electrical only to find that it ends up being about as well supported as Stockport County FC's B team. We wouldn't be afraid to buy a load of shares in PlayStaion PLC (if it existed that is), and deservedly so, the machine is beautifully put together and already has a couple of killer games in the shape of Ridge Racer and Toh Shin Den. Imagine what the games will be like in a couple of years! Yeh, the Ultra 64 should be a winner too, but as we keep on saying it's difficult to say without having seen the final product. Oh, and don't write the Saturn off just because of Gale Racer (Motor Toon on PlayStation wasn't exactly great either) as Daytona looks like it could a dream racer.

J MORRIS IS A PRAT 2

I can't believe Mrs Morris nicked her son's CVG saying it would make him abnormal. This is going too far and I think she should have a good look at her past to see what has made her so abnormal. So much for her so called facts. She even admits at the end that they are not facts anyway. Let's go over to her comments and make them truthful:

FACT: Video games give pleasure to millions by showing violence (among many other things) who most or all (such as myself) would never dream of hurting anyone in any way.
FACT: Video games show sexy women in order to provide entertainment. These games are made by boys for boys. Male game designers are not going to show lots of sexy men in their games. There would be more girl-orientated games if there were not so few female game designers.
FACT: Video games increase intelligence, hand–eye co–ordination, puzzle-solving abilities, reflexes, memory etc.
FACT: Watching video games can sometimes trigger a fit if the clear guidelines are not followed, but then again so can watching TV, or even when doing practically nothing.
FACT: Video games can increase your social standing, which has been proven by extensive studies, because it gives children more to relate to each other about, and it creates the want for friendship. I for one have a friend who I would not have if it was not for computer games.

Mrs Morris is an utter moron and one of the most idiotic people I have ever come across. To even suggest that parents would be saving their kids by taking computer games away is the most unbelievable piece of crap I have ever heard. Words can not describe you Mrs Morris.

James Hopkins, Tenby, Dyfed.

CVG: FACT: FACT! We must concur on your final point. Because FACT, we've made loads of friends since all moving to London to work on a games mag. Just think, if it hadn't have been for Sonic we'd all be lonely and depressed right now. And that's a big fat FACT!

J MORRIS IS A PRAT 3

What doctor let Mrs Morris out, eh? It's people like this who are butchering the action and horror movies on TV, video and at the cinema. Mrs Morris please crawl back under your rock and stop spreading bad press and insulting not only every game in the world but one of the best magazines in Britain. Most of us are fairly intelligent and open minded and I feel most people with Mrs Morris' attitude are frightened of new technology and just have a bad case of technofear.

Mark Hogg, Derby

CVG: Wow! Thanks for all the angry responses we had to Mrs Morris' views as printed in Issue 159. Unfortunately we couldn't fit them all in and even those that did make it had to be cut because they were slagging off Mrs Morris so much! Is anyone out there brave/stupid enough to agree with the views of Mrs Morris? Or perhaps someone out there has a different subject that'll stir up a bit of controversy as we just know these J Morris Is a... letters are going to keep coming for months.

GOLDEN JOYSTICKS AWARDS 1995

EMAP Images honours the greatest achievements of the games industry annually with our glittering Golden Joysticks awards. These prized trophies are honoured by the industry more than any others - because they're the only awards that you, the readers, vote for. And the time has come once again for us to poll our readers. Simply fill in the form below and send it off to: Golden Joysticks 1995, c/o Marketing Department, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Every entrant for the awards is automatically entered into a special prize draw, and the winner walks away with £500 worth of software for his or her machine!

vote now and you could win £500 worth of software!

CONSOLE CATEGORIES

1. BEST CONSOLE SIMULATION
Vote for your favourite flight simulation, driving sim, sports game... the choice is yours.
2. BEST LICENSED CONSOLE GAME
Which arcade conversion, officially licensed title or movie tie-in appealed to you the most in 1994?
3. BEST ORIGINAL CONSOLE GAME
What was your favourite game of the year which DIDN'T rely on an official license?
4. CONSOLE GAME OF THE YEAR
Think back... back! What was your absolute favourite game this year?
5. HAND HELD GAME OF THE YEAR
Hand-helds are quickly becoming a major force in the videogames market. Which game do you think was the best in 1994?
6. SOFTWARE HOUSE OF THE YEAR
One of our most prestigious awards. Which games producer do YOU think has maintained the greatest quality and produced the best games in 1994?
7. BEST AD OF THE YEAR
A decent marketing campaign can be the make or break of a particular game or brand. Which advert in particular stood out for you? It could be a game ad, hardware ad - on TV, radio or in the games magazines.
8. BEST ORIGINAL CONSOLE ACTION GAME
Action games are the staple diet of most console games players. This category allows you to vote for the most original, quality game.
9. CONSOLE PROGRAMMER OF THE YEAR
Programmers always used to be the unsung heroes of the console industry. This award is for you to choose who think the best programmers of 1994 are.

COMPUTER CATEGORIES

1. BEST COMPUTER STRATEGY/SIMULATION
This category covers many several genres, specifically: racing simulations, flight sims and war games. Vote for your favourite of 1994 here.
2. BEST LICENSED COMPUTER GAME
Which arcade conversion, officially licensed title or movie tie-in appealed to you the most in 1994?
3. BEST ORIGINAL COMPUTER GAME
What was your favourite game of the year which DIDN'T rely on an official license?
4. BEST MULTI MEDIA GAME
The huge storage space of CD-ROM has enabled programmers to create incredible software that just couldn't be done on a normal, floppy disc based machine. Which CD title would you rate as the best of the year?
5. BEST ADVENTURE GAME
The adventure game market has remained extremely strong over the last year with some very commendable releases for all computers. Choose your favourite here.
6. BEST ARCADE CONVERSION GAME
Conversions of arcade games are as popular as ever - vote for your favourite of 1994 here.
7. COMPUTER GAME OF THE YEAR
Which game overall would you rank as the greatest of 1994?
8. SOFTWARE HOUSE OF THE YEAR
One of our most prestigious awards. Which games producer do YOU think has maintained the greatest quality and produced the best games in 1994?
9. BEST COMPUTER PROGRAMMER OF THE YEAR
As well as bestowing awards on the software houses and the games themselves, we can't forget some of the most important people in the industry - the people who program the games. Which individual or team do you rate as the best programmer(s) of the year?
10. BEST AD OF THE YEAR
A decent marketing campaign can be the make or break of a particular game or brand. Which advert in particular stood out for you? It could be a game ad, hardware ad - on TV, radio or in the games magazines.

PRIZE DRAW FORM

Name:.....

Address:.....

Telephone Number: .....

Machine Owned: .....

reviewed this month...

If you haven't guessed all ready, Dark Forces is superb. You may also have noticed the large amount of PC software this month – that's where most people are headed at the moment. It's simply because a lot of companies are planning PC to Saturn/PSX conversions, so don't be surprised if some of the PC software you're seeing now appears on console at Christmas. Still, with 16-bit titles like X-Men 2 and Air Cavalry, there should be enough stuff on the way to tide you over the summer months – or until you win the lottery and buy a 32-bit machine.

Mark Patterson

X-Men/Arcade p.78

Jungle Strike p.75

X-Men/MD p.80

What we're playing this month

MARK

■ *Dark Forces/PC*

Having had a crap Mark Hamill hair-cut a few years back, I suppose it makes

sense for me to like this. It's bloody good regardless of what any other mags might say.

■ *Raiden/PSX*

One of the most explosion-thirsty shoot-'em-ups in history and a refreshing change from the waves of bland half-finished polygon games on PSX.

■ *Stone, Paper, Kalackas/3DO*

Low on game, high on undressing is the best way to describe this bizarre amalgamation of playtime contest and pervery.

GARY

■ *Return Fire/3DO*

A superb mix of arcade and strategy elements which allowed me to indulge in my strange unnatural cravings for death and mass destruction. And

Return Fire p.84

Dark Forces p.58

you can run people over in tanks and armoured vehicles.

■ *Asterix/MD*

The big-nosed, garlic-eating, vino-swilling, peddle bike-riding, beret-wearing, foul-breathed wrong side of the road-driving hero makes an almost welcome return. But not quite. A damn fine game though – even if it is a bit, you know, French-like. They have good food though, but they can't make a decent pizza.

■ *X-Men/Arcade*

At last, Capcom releases a new one-on-one beat-'em-up, and it might as well be Streetfighter 3. Completely thrilling, homes. Capcom will have to go a long way to top this.

RAD

■ *X-Men/Arcade*

Probably my favourite game of the month. Packed with ludicrous special moves and sporting toply smartness graphics. Hopefully this will set the pace for future beat-'em-ups – especially Streetfighter 3 which could end up being a massive white elephant.

■ *X-Men 2/MD*

Well, alright, perhaps I am a bit of an anal X-Men bore, but this really is a dead good game, honest. No, really. And I've got all the comics too.

■ *Beavis and Butt-head/MD*

The game might be a bit crap, but you can't deny that it's funny. And you've got to laugh, incha? Especially being a bit of a reformed rocker and still young enough to be a 'yoof' it sort of appeals to my childish nature – which is most of it really.

This month's hot-hits

Here at CVG we don't give high scores away lightly. A game has to be rather special before it scores 90% or over and a CVG Hit. Even rarer though is a CVG Gold (awarded to games that have pushed back the boundaries of gaming) but don't expect to see more than a few of these a year as it takes a score of over 96% to earn one. Anyway, here are the top games this month...

58 Dark Forces/PC
75 Jungle Strike/PC
78 X-Men/Arcade
80 X-Men/MD
84 Return Fire/3DO
86 Metal Marines/PC Windows
97 Sonic Drift 2/Game Gear

The big picture

If any other version of a game is available, then we'll tell you via our Alternatives and Other Versions boxes. We'll even tell you if it's destined for any other formats. For consistency's sake, games retain the original scores in alternative boxes.

■ PC CD-ROM
■ Shoot-'em-up ■ Virgin
■ £49.99 ■ Out Now
■ No other versions available
■ No other versions planned

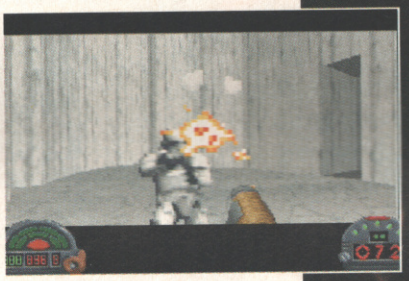
dark forces

Is this really just Doom with lasers, or has LucasArts managed to come up trumps yet again?

CVG GOLD

Alright, we're not going to kid you. In many ways this is a high-tech bloodless Doom in that it's 3D and you spend more time shooting than thinking. What really makes the difference in the action is having laser bolts whizzing through the air from all angles. In Doom the first you know of something appearing behind you is when it starts gouging huge lumps out of your back. Here it's when a pencil-thin laser bolt singes a sideburn and sets fire to the wall in front of you, proceeded by you swearing loudly and reaching for the run button.

As expected, you play a mercenary who's (barely) on the side of the Rebel Alliance who, with the help of a few of his mates in the Empire, is out to make the galaxy a nicer place by rubbing out stormtroopers and nicking top-secret information and this is what helps make the game so good. Rather than just run around blindly blasting everything in sight, each mission has a number of objectives to complete, which normally include finding a certain item, assasinating or rescuing someone (depending on whether you like them or not) and saving your own backside.

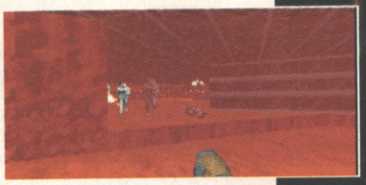


The LucasArts 3D is noticeably more powerful than the one used in Doom. The graphics are clearer and, as in Origin's System Shock, you can look up and down as well as jump and crawl. This actually serves to complicate things at times, as you're often so busy fiddling around with the keyboard trying to look up and shoot something that you don't notice what's coming towards you.

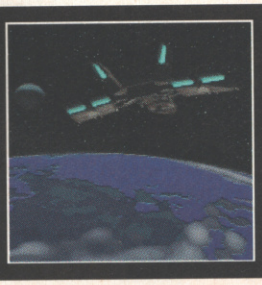
◀ *Phasers to stun. Oh bugger, there isn't a stun setting – only certain death.*

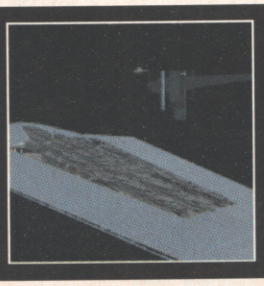
CUTTING EDGE

As the game is set between the Star Wars flicks, you obviously need to be kept up to speed on the latest goings on in the Empire – so plenty of cut-scenes are provided. It's this progressive storyline which really sets Dark Forces apart from other 3D action games. Here the scene is set in the production facility for the Emperor's new toys - dark stormtroopers. One of these blokes is worth a dozen rebel fighters, which makes them quite hard really.



▲ *You start the game with a crappy little pistol. Easy on ammo', light on power.*

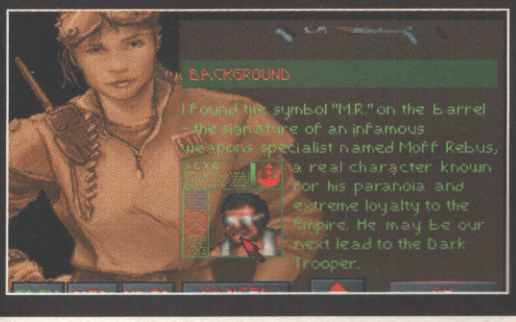


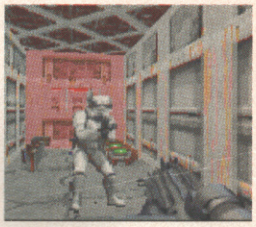


● GAME BY LUCASARTS ● CONTACT VIRGIN INTERACTIVE (0181-960 2255) FOR INFORMATION

EYE SPY

There are a few familiar, and some not so familiar, faces in the game. Mostly their appearances are solely in the cut-scenes, but there are a few guest appearances in the game itself – although we won't go and spoil things for you by giving away the game's secrets



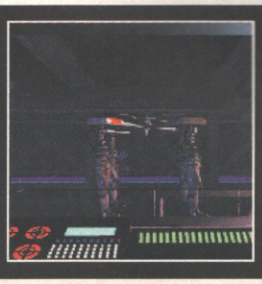


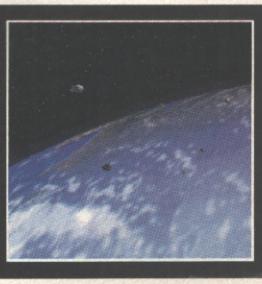
▲ *Tell me Desmond, how DO they go to the loo?*

▲ *As you can see, you have a healthy armoury.*

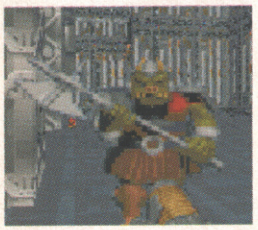
▲ *Oi, nutter. You might be in charge of an Imperial battlestation, but you cannot expect to get away with walking like that...*

...told you. Now don't do it again. ▶





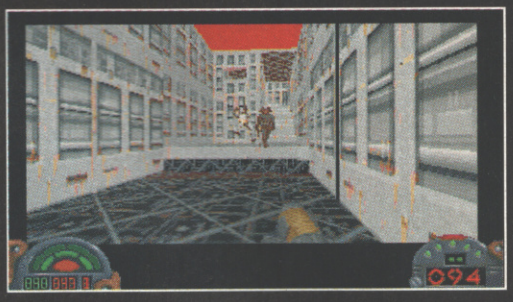
▲ *Look, up there! You can look down too.*



◀ *Some of the stages feature massive drop,s which means certain death for cow-footed Rebel agents.*

NOW WHO'D LIVE IN A DOOM-BASE LIKE THIS?

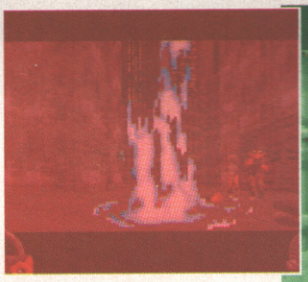
You're not confined to Imperial bases in the game, instead you're allowed out and about for a spot of fresh air, including a dabble with mountain climbing on an ice world – which is more like a platform game than a shoot-'em-up. Finding the crampons here are essential as it's impossible to stop yourself slipping on the ice.



SECOND OPINION

The Doom clones are coming thick and fast, but when LucasArts becomes involved in producing a Doom lookey-likey I'm not one to complain. What I could complain about, though, is the lack of a network option (this multi-player option made Doom rife from nine to five in many an office building). There's also a lack of blood and guts and not too many Star Wars references in later levels, but apart from these three whinges, it's great, believe it.

GARY LORD



▲ *The concussion gun is just one of 10 neat weapons in the game.*

▲ *Ain't that the bloke who fired that big laser on the DeathStar. I thought he'd died. Still, with your three-way gun he won't last long.*

This is your mate who you've got to rescue in one of the missions. ▼

VERDICT

PC CD-ROM

I could never imagine this turning out to be anything less than amazing. The action surpasses Doom for several reasons – you have better and more varied weapons, the sound effects are amazing and, naturally, Star Wars-heads like me love anything as long as there's a stormtrooper in it. The 17 levels are massive, varied and challenging, which explains why you're given three lives as well as generous amounts of energy and shields. Dark Forces is every bit as good as I hoped and is clearly the best Star Wars game yet.

MARK PATTERSON

GRAPHICS	95
SOUND	96
PLAYABILITY	95
VALUE	95

OVERALL

95

ROLL OF HONOUR

LucasArts has been responsible for some of the finest games of the last few years. Here are a few of the best which you might, or might not, be familiar with.

PC
- X-Wing
- ISSUE 138 • 93%

SNES
- Super Star Wars
- ISSUE 136 • 95%

SNES
- Empire Strikes Back
- ISSUE 144 • 94%

FALCON V1
GAMES CAPSULE

THE FALCON V1 GAMES CAPSULE COMES COMPLETE WITH: COLOUR ZV. (14" Screen), TWIN SPEAKERS, MICRO SWITCHED JOYSTICK ON CENTRAL CONTROL PEDASTAL, CONSOLE MOUNT (Consol not inc.), FULLY UPHOLSTERED SEAT & HEADREST, ARM RESTS, HINGED CANOPY WITH CROME RAILS FOR EASY OPENING AND CLOSING FROM THE INSIDE, INTERIOR & EXTERIOR FULLY LINED IN LUXURY HARD WEARING CORDED MATERIAL FOR QUALITY SOUND PROOFING - ANTI VIBRATION - INSULATION - LUXURIOUS COMFORT - HELPS ELIMINATE EXTERIOR NOISE - CUSTOM FINISH ONLY FOUND ON TOP QUALITY ITEMS - INTERIOR COLOUR CHARCOAL' FOR SUPERIOR LIGHT SUPPRESSION - EXTERIOR COLOUR BLUE WITH RED HIGHLIGHTS.

PICTURE UNAVAILABLE
AT TIME OF GOING TO PRESS

CLIMB INSIDE
CLOSE THE CANOPY
SWITCH ON
CAN YOU HANDLE IT?

FOR FULL DETAILS AND COMPREHENSIVE INFO PACK RING NOW ON 01422 886661. 1 YEARS FREE MEMBERSHIP TO THE 'HAWK' OWNERS CLUB FOR EVERY NEW 'HAWK OWNER

C.C.G.

MAIL ORDER ONLY
PHONE 0869 324472 LINES OPEN 9-9 MON - FRI
9-5 SATURDAY / SUNDAY

3DO

FIFA SOCCER	£38.00
THEME PARK	£36.00
ALONE IN THE DARK	£38.00
REBEL ASSAULT	£37.00
SUPER STREET FIGHTER II	£53.00
WAY OF THE WARRIOR	£40.00
SAMURAI SHOWDOWN	£37.00
NEED FOR SPEED	£38.00
DEMOLITION MAN	£36.00
SUPER WING COMMANDER	£36.00
SUPER WING COMMANDER 3	£38.00
ROAD RASH	£37.00
SHOCK WAVE	£38.00
SHOCKWAVE - JUMP GATE	£32.99
6 BUTTON CONTROL PAD (S.S.F.II)	£27.50
3DO CONTROL PAD	£38.99
PANASONIC 3DO PAL SYSTEM + FREE GAME	£370.00

IF YOU BUY 2 3DO GAMES WE WILL GIVE YOU A £1.00 OFF THE 2ND GAME

2ND HAND AMSTRAD SEGA MEGA DRIVE 386SX WITH WITH 20MB HARDDRIVE, 4MB RUNNING £400.00

PC CDROM

CYCLONES	£36.00
ALONE IN THE DARK 3	£36.00

PC

CYCLONES	£36.00
HARPOON CLASSICS WIN 1	£22.00

SNES

LORD OF THE RINGS	£39.00
ALADDIN	£24.00

SEGA MEGADRIVE

BONKERS	£27.50
APT TENNIS	£42.00
CLAYFIGHTER	£42.00
SOLEIL	£42.00

CDI

CDI 450 SYSTEM	£285.00
CDI 450 DV CART	£399.00
CDI DV CART + 7TH GUEST	£166.00
BURN CYCLE	£40.00
MAD DOG McCREE	£57.99

JAGUAR

64-BIT GAMES SYSTEM CONTROL PAD FREE GAME	£215.00

NEO - GEO CD £395.00

ALSO AVAILABLE, AMIGA, ATARI ST, C64, CD32, VIDEO CD, FOR A FULL PRICE LIST WRITE TO 3 HILLSIDE CLOSE, UPPER ARNCOTT, BICESTER, OXON, OX6 OPF OR

PHONE 0869 324 472

PLEASE ADD £1.60 POSTAGE FOR GAMES, £9.00 MACHINE, AND MAKE CHEQUES PAYABLE TO C.C.G.

STOCK CLEARANCE

Super Nintendo		Sega Megadrive		JAG-3DO-32X	
Rise of the robots	£29.99	Gauntlet 4	£19.99	Zool 2	£44.99
Tiny Toons Buster	£24.99	Eternal Champions	£24.99	Iron Soldier	£44.99
Stunt race FX	£43.99	Bubba n Stix	£19.99	Bubsy	£44.99
R-Type III	£27.99	Markos Mag Footy	£22.99	Val D` Isere	£44.99
Rainbow Bell Adv.	£29.99	Lost Vikings	£24.99	Wolfenstein 3D	£29.99
Excalibur 2097	£34.99	Mutant L Footy	£12.99	Kasumi Ninja	£54.99
Barklay S U A Jam	£19.99	Zool	£24.99	Doom	£54.99
Time Slip	£24.99	Chakan	£12.99		
Bomberman 1	£24.99	Rocket Knight Adv.	£19.99	Return Fire	£49.99
Super Putty	£19.99	Gods	£12.99	Virtuoso	£29.99
Magic Boy	£34.99	Ranger X	£15.99	Theme Park	£39.99
Wild Wacky Sports	£39.99	Prince of Persia	£18.99	Hyatt WC Golf	£29.99
Plok	£29.99	Robocop v Termina	£14.99	Pataank	£29.99
Turn n Burn	£24.99	Sonic n Knuckles	£39.99	Star Control 2	£29.99
Claymates	£24.99	Rise of the robots	£24.99	Mega Race	£14.99
Choplifter 3	£24.99	Mega Turrican	£19.99	Soccer Kid	£24.99
Sensible Soccer	£24.99	Bubsy 2	£28.99	Streetfighter 2 TX	£44.99
Spectre	£24.99	Alien storm	£ 9.99	Love Bites 18	£19.99
W/Cmdr. Secret M	£24.99	Speedball 2	£ 9.99	Waialai CC Golf	£29.99
Ryan Giggs Footy	£24.99	Micro Machines 2	£37.99	Guardian Wars	£29.99
Spindizzy Worlds	£24.99			S.Wave Op. J.G.	£29.99
Mechwarrior	£24.99			Need for Speed	£27.99
Super turrican	£24.99			OW Interceptor	£34.99
Alien 3 usa	£ 9.99			Step Aerobics	£14.99
Double Dragon 5	£27.99			Battle Chess	£14.99
Super Widget	£12.99			Samural Show	£29.99
Axalay Jap	£ 9.99				
Xardion Jap	£ 9.99			Doom	£53.99
Space ace	£24.99			Starwars	£53.99
Return of the Jedi	£43.99			Virtua Racing	£53.99

GAME SHACK
5 WOLVERHAMPTON ST
DUDLEY
WEST MIDLANDS
DY1 1DA

Playstation £ 599.99 Saturn £ 529.99 USA 3DO £ 399.99 32X £ 149.99

We are the leading console stockists in the Midlands and import all formats
At the Game Shack we can promise the best prices and fastest delivery
We accept all major credit cards and P&P on single games is only £1.50

All prices correct at time of press
All stock subject to availability.
We can probably beat all of our competitors for price and value.
Out of hours emergency order and helpline on 0374 811460

Mailorder hotline Ordering Only.
01384 242514

General Enquiries and Helpline.
01384 242513

HEARTS LEISURE (LONDON)

125 BOWES ROAD, PALMERS GREEN, LONDON, N13 4SB
TEL: 081 889 0811 / 081 360 5562 FAX: 081 881 9558
PLAY ARCADE GAMES IN YOUR HOME WITH THE POWERMASTER

HEARTS SUPERGUN " THE POWERMASTER" & "VOYAGER" 6 BUTTON ARCADE JOYSTICK £129.99

FOR MORE INFORMATION AND FULL SPECIFICATION SEND S.A.E. OR PHONE NOW
OVER 400 P.C.B. GAMES IN STOCK.
P/X WELCOME
FOR A FULL PRICE LIST SEND S.A.E.

SPECIAL OFFER

EX ARCADE FULLY WORKING 2 PLAYER ARCADE MACHINE WITH ONE OF THE FOLLOWING GAMES: STREETFIGHTER 2, WORLD CUP '90, GANGWARS, P.O.W., XIAN, D'SLEENA
ONLY £150.00
FULLY COMPATIBLE WITH ALL JAMMA PCB GAMES

THE POWERMASTER & VOYAGER - AS SEEN AND USED ON GAMESWORLD AND GAMESMASTER TV SHOWS.

TO ADVERTISE IN THIS SPACE CALL 071 713 5289

■ SNES

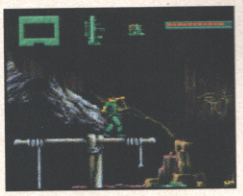
■ Platform ■ Acclaim
■ £Unconfirmed ■ Out March/April
■ Game Boy and Game Gear versions available
■ Mega Drive version planned

stargate

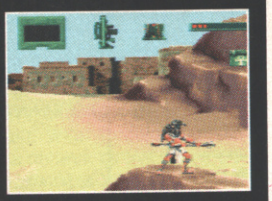
HOW DO THEY DO THAT?

If you're one of the many people wondering just how the Stargate team produced those cool morphing effects, wonder no more. So long as you've got a PC CD-ROM, that is. A new product entitled The Secrets of Stargate is now available, featuring Quicktime movies illustrating the production of the film and the full unadulterated trailer for you to feast your eyes on. If you're not sure you're *that* interested and don't fancy spending lots of cash on the finished product you can find an abridged version on the cover of this month's PC Review.

▲ *Behiiiind yooooou! Oh yes it is! Oh no it isn't!*



Words cannot convey how cool the animation for Kurt's wobbling-along-the-balance-beam Gladiators-style skills are. ▶



▲ *An Egyptian God looks lonely. Poor chap.*

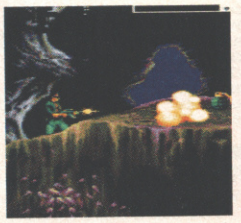
It's a star, it's a gate, it's a film... it's three wishes in one! It is possible!

Forget Mario and Street Fighter, Stargate beats all comers for the first translation of a video game to the big screen. A coin-op by the name of Stargate hit the arcades over ten years ago, and while it had nothing to do with Egypt, sand, pyramids or paedo-erotic costumiers, it obviously inflamed the imaginations of several Hollywood types enough for it to hit the cinema more than ten years later. Well, you know what film production schedules are like, they're always putting things back and performing re-edits.

And now, a bit like with the proposed Street Fighter 3, the movie has been converted back into a different game by those mighty marvels at Probe. You play the part of Kurt Russell and his hair, running through the desert with a gun and limited supply of grenades on a mission to save his buddies (and the world). Along the road there are a number of sub-missions, such as collecting supplies for the starving alien/Egyptians, which aid your progress. At the end of the game lies a showdown with arch girlface Jaye Davidson, the outcome of which decides the fate of the world as we know it (except not in real life).

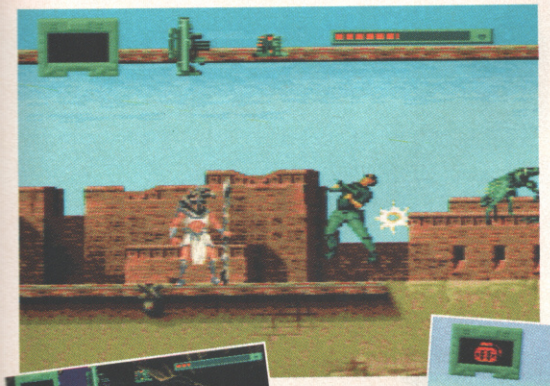
▲ *James Spader must die!*

As you can see, it's all go down Stargate way, especially when there are things to be shot at. ▼

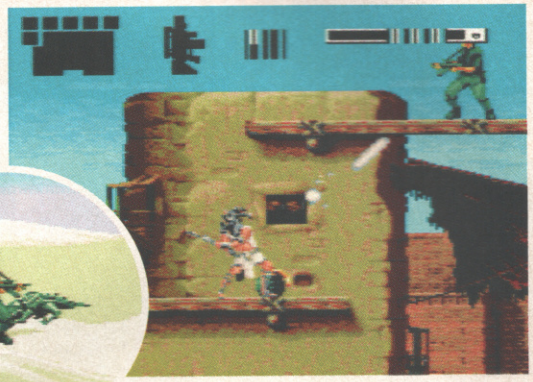


▲ *This old man will try to sell you some dodgy carpeting. Kill him if you must.*

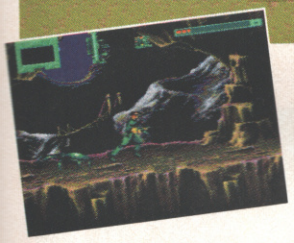
● GAME BY PROBE ● CONTACT ACCLAIM (0171-344 5000) FOR DETAILS



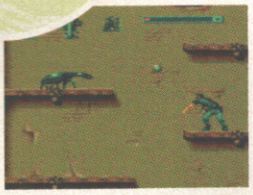
Hopefully this picture should demonstrate just how throbbing with action Stargate is. Because it is, you know.



Having your knees chewed by large (and largely unidentifiable) creatures is a constant worry in Stargate realms.



You know, they have beetles that big in Egypt. It's true. I saw it on telly.



A cricket-loving Middle Eastern deity takes exception to Kurt's chin (which looks like a bum – ha ha).

Kurt's gun isn't actually much use. You have to depend upon his supply of grenades most of the time.

Each level features a number of sub-sections. Some are set in caves, some in buildings and others are set in other sorts of places.

This little screen here tells you your missions and how close to completing it you are, along with information about your possessions and general well-being.

You know, that happened to me just the other day. What a bummer.

A KURT NOD

It's not an easy life as Kurt Russell. Your eyes are too close together, you've got a silly chin, and to top it all off you're being menaced by hordes of angry Egyptian gods and their giant beetle cohorts. Luckily, Russ (as we like to call him) is pretty sharp on his platform skills. He can run and jump as per usual in platformers, but he's also picked up a few Prince of Persia-type talents too. Pull down on the joypad and your little man lowers on to his haunches to stealthily inch forward on his knees or roll grenades across the ground to stop them bouncing away from enemies. Kurt can also hang from the lips of platforms, shimmy up and down ropes, walk into rooms and appear alongside Goldie Hawn in Overboard with a straight face.

ALTERNATIVE

SPECTRUM

■ Big Trouble in Little China

■ Skrelpsoft/£0.50

Die-hard Kurt Russelll fans should lap up this amazing slice of gaming history. One of the worst games in the world, but with a big Kurt sprite.

■ NOT PREVIOUSLY REVIEWED

VERDICT

SNES

There's not really anything original in Stargate at all, but that doesn't stop it being quite good fun. The graphics are pretty sharp, the action moves at a fair old lick and the level of challenge is balanced towards the higher end. However, it must be said that you probably already own Stargate under a variety of different names, and unless you're a real platform blaster addict this is unlikely to get the hormones blazing.

RAD AUTOMATIC

■ GRAPHICS	90
■ SOUND	83
■ PLAYABILITY	87
■ VALUE	69

OVERALL ■

76

Sports Sega
£Unconfirmed Out Now
No other versions available
No other versions planned

golf's greatest 36 holes starring fred couples

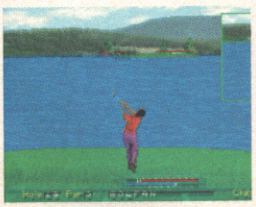
The 32X has had a race, shoot and beat-'em-up, so what it needs now is a decent golf sim. Can Sega come up with the goods?

Does anyone remember the old Club biscuits, before they started selling them in singles and changed the packaging? Each of the wrappers had a little picture of the appropriate flavour (orange, generic 'fruit' etc) on the front, apart from two – plain ones had a playing card and milk chocolate ones had a golf ball emblazoned upon their packaging. Many was the hour spent by studious primary school kids, scrutinising their lunchboxes for some sort of hidden meaning to these pictures. Of course, the connection was, obviously with hindsight, the word club.

Pointless and banal as this whole exercise was, it still – to this day – seems far more worthwhile and appealing than a game of the sport of the biscuit (and car). But not this one. It's a tour of one famous golfer's favourite 36 holes in the world, each one an exact digitised replica of the real thing. Players have complete control over almost every aspect of their shots, which allows skilled gamers to produce some incredible drives and chips to show off to their friends. There's also a big enough selection of tournaments to sustain interest. So strap on those lurid slacks, offer a prayer to Golfan (God of Golf) and get ready to golf up, homestyle.

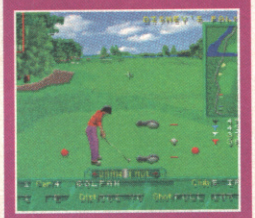
JOIN THE CLUB (HA HA)

Golf's Greatest is played in much the same fashion as many Mega Drive conversions of the sport. Pick your stance, which affects the length or height of the ball. Then pick shot type (full hit, chip or putt) along with the club for the job. Now position the latitudinous shot cursor and press the button to take a swing. Once the shot has been intiated a power meter rises to the left and falls back to the right. At both points during this journey the player is required to stop the meter (via a button press) as near as possible to a line which denotes maximum hit potential. Now sit back and watch as your little spheroid heads holewards.



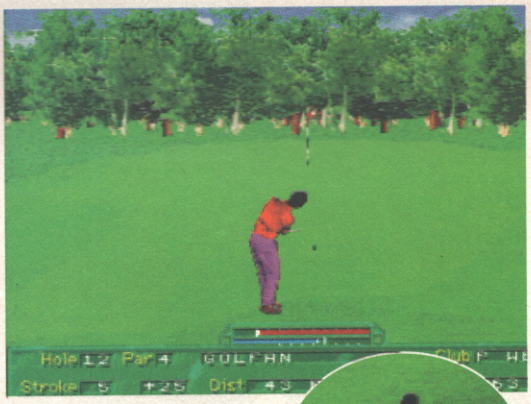
▲ This is one of the hardest shots in the game. You have to judge the wind just right or you're doomed.

▲ Sculpt your golf any way you like it with the character edit screen. And yes you can be girls, liberal fans.



▲ This is Fred himself, having a bit of a chinwag before the game starts.

▲ If you're dead skill you can actually hit the ball between those two trees.



▲ That looks like a chip shot, if my knowledge of animations serves correctly.

▲ Obviously sand traps are a real hazard on this hole.

▲ Use a variety of clubs to hit the ball in this game.

ALTERNATIVE

GAME GEAR
PGA Golf 2
Time Warner/£29.99
The handheld version of the popular PGA series enables you to play on some of the world's most famous courses, and wear purple shirts. Good fun too.

ISSUE 158: 88%

VERDICT

32X

Whilst Golf's Greatest doesn't exactly do anything original with the golf game format the implementation is certainly superior to just about any other title in the genre. There's a lot more to setting up a shot than just getting the power meter right and the variety of holes certainly makes a change from the regular greenery as well as providing a real challenge. Obviously, if you hate the sport this isn't going to change our mind, but golfing afficianados should rightly lap this one up; it's almost as good as PGA.

RAD AUTOMATIC

GRAPHICS	88
SOUND	81
PLAYABILITY	91
VALUE	83

OVERALL

89

GAME BY SEGA • CONTACT SEGA (0171-373 3000) FOR INFORMATTION

PC

Simulation ■ Sierra-On-Line
£44.99 ■ Out Now
No other versions available
CD-ROM version planned

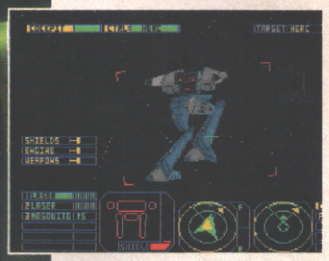
battledrome

A futuristic, giant-duelling robots sim – how utterly original.

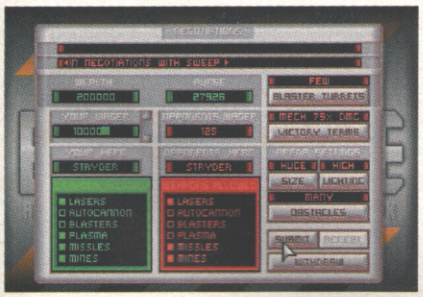
The war machines of the future, it would appear, will be giant bipedal death robots bristling with massive laser cannons and piloted by top-crack, battle-hardened elite troops. Which is a bit short-sighted, if you ask us. What you really want is a tiny, spherical flying thing piloted by remote control so no-one gets hurt. And it could have special, silent invisible guns which fire around corners and everything. They could call them Killex 2000s and the pilots would become known as Killjockeys in the cyber-slang of the future. That'd be ace.

Of course, though, things don't work like that in the wacky world of games, which is why in Battledrome you find yourself stalking a large arena engaged in single combat with another giant robot of similar stature. Every aspect of real-life giant robot fighting has been included, which means you need to use both hands to control the thrust, pitch and turret movement of your war machine. It also means there's more to the knack than many games of this ilk would have you believe, as you juggle the considerations of reconnaissance and not dying.

Buy equipment with these great equipment-buying sections. ▼



▲ The little radar thing also displays the movement of the mech contrasted with the direction in which the turret faces.



◀ This is the negotiation screen where you argue about the game set-up with your opponent.

The little radar things shows what your drones (if you have any) can see.

It's possible to check the ▶ past form of any challenger before you accept their gauntlet.

▲ Use the obstacles in the centre of the arena to your defensive advantage.

WOW, LIKE, CYBERCULTURE, MAN

If you're, like, a totally wired-up cyberhead you may appreciate the network-friendly set-up of Battledrome. This allows you to go face-to-face against a human challenger from any part of the world (providing you can afford the phone bill) and even has facilities to establish globe-spanning tournaments, with each player ranked or relegated as appropriate. Participants challenge each other, negotiate wagers and rules as usual and even have the option to send messages to one another (bet none of those are rude).

VERDICT

PC

The first thing you realise about Battledrome is that you need a very hi-spec PC to run it properly. The second is that while it all looks very complex in the instruction manual, getting the hang of the game isn't all that hard. The third, and possibly final, thing you notice is that if you haven't got a modem you're buggered, because one-on-one combat against faceless computer opponents loses its appeal quite rapidly, no matter how well it's dressed. Battledrome is a superb product, but only if you've got the kit.

RAD AUTOMATIC

GRAPHICS	88
SOUND	86
PLAYABILITY	90
VALUE	83

OVERALL

86

ALTERNATIVE

MD-32X
Metal Head
Sega/£49.99

More giant robots doing their thing, but with a lot more for lonesome players to do and properly structured missions. Plus, dare we say better graphics.

ISSUE 160: 87%

● GAME BY DYNAMIX ● CALL SIERRA (01734 303322) FOR INFORMATION

■ A1200

■ Pinball Sim ■ 21st Century
■ £29.99 ■ Out Now
■ No other versions available
■ CD32 version planned, A500 conversion likely

pinball

21st Century has given us Dreams and Fantasies, now it looks set to top the Codie's excellent Psycho Pinball with its latest little metal ball sim...

Death wielding nutters, scantily clad foxes from Babesville and psychopathic bungee jumpers are just some of the delights that await you in the latest game from 21st Century. Sadly these aren't characters in the game but situations from the three pinball tables on offer. This is a game from 21st Century after all, a company who seems to have single handedly swamped the computer market with pinball sims. That isn't a bad thing though, as they've all been decent enough products. Thing is Pinball Fantasies, sequel to the original Pinball Dreams, didn't really offer anything new, just more tables. Doing that a third time would probably be pushing things a little so thankfully Illusions has a host of new features.

Most notably there's a multiball feature, a first for computer based sims, but of course beaten to the market overall by Codemasters' Psycho Pinball on the Mega Drive. A startling hi–res mode is also available which allows the player to see nearly all of the screen at once, although the downside is that there's fat, black borders along the sides of the screen. There's also a whole host of brilliant new mini games which the player is given the chance to play when they've hit certain targets in the right combination. Oh, and the tables are larger too. Whoon!

The bonus games take place in the LCD table at the top of the screen. And they're great! ▶

This is what a table looks like in hi–res mode. It's most useful when in multiball mode. Unfortunately you just have to put up with those big black stripes down the sides of the screen. ▼

BABEWATCH

▲ ***The Babewatch table is as sad as it sounds! Most of the bonus games involve trying to make yourself more manly in order to impress the girls!***

● GAME BY DIGITAL ILLUSIONS ● CONTACT 21ST CENTURY (01235 851 533) FOR INFORMATION.

Illusions

Tap the space bar to activate the tilt function.

To the accompaniment of loud rock music the extreme rock music is about danger. Whipping the ball right round a table represents a bungee jump for instance!

EXTREME SPORTS

LAW AND JUSTICE

Each table has a third flipper in addition to the main two.

Arguably the weakest of the tables, although there's a jolly section where you get to blast escaping crims. It's the only thing they understand you see.

ALTERNATIVE

3DO

Paatank

A quite bizarre and decidedly crap game with the twist being that you're the pinball. It looks rather splendid and is a really neat idea but poorly executed.

NOT PREVIOUSLY REVIEWED

VERDICT

A1200

Like its predecessors Pinball Illusions plays a smart game of the old metal ball. Special praise has to go to the graphics and sonics which are first rate and a considerable improvement over the earlier titles. I particularly like the sound FX which have been used very cleverly, so when the ball drops past the flippers in the Babewatch table for example, it's accompanied by a splash of water. Illusions' new features, particularly the multiball, make this the most complete and enjoyable pinball sim on any format.

RIK SKEWS

GRAPHICS	91
SOUND	86
PLAYABILITY	87
VALUE	83

OVERALL **88**

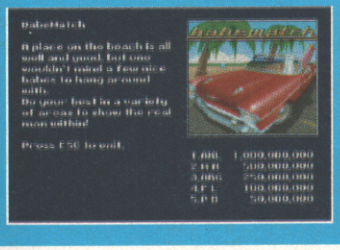
SECOND OPINION

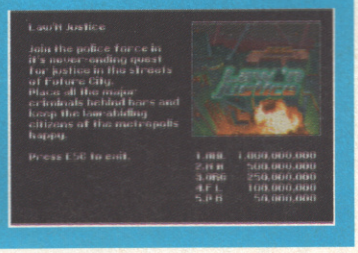
I don't know about you but if I want to play pinball I go down my local pub or arcade. As far as I'm concerned computer pinball will never compare to the real thing, but that said Digital Illusions has done a far better job than most. The graphics are excellent, although it's a shame the hi–res mode doesn't fill the screen completely and I love that Beach Boys-style Babewatch music. As a game it's undeniably fun, with some superbly designed tables and bonus features, and it's worth considering even if you have the first two titles.

GARY LORD

SO WHAT?

There's an utterly pointless info box for each screen which paradoxically tells you next to nothing about the tables. Still, being the comprehensive people we are here's some screenshots showing them anyway!





■ MEGA DRIVE
■ Platform ■ Sega
■ £Unconfirmed ■ Out April
■ No other versions available
■ No other versions planned

asterix: the power of the gods

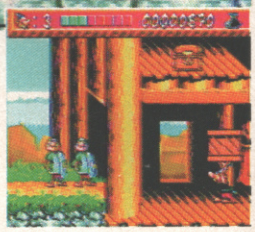
Sega has got some gall after the last Asterix game, but back to prove it has even more Gauls and in fact a decent platform game to boot...

Besides everyone's collection of Marvel (and the odd DC) comics piled in the bedroom when you were just entering teenhood was an additional pile of reading material, which contained the likes of Asterix, Obelix, Vitalstatistix and Big Brenda (whoops that last one was a different pile). These Gaulic adventures were only equaled in my mind by Herge's Adventures of Tin Tin, but Sega hasn't just released a game called Tin Tin and The Golden Crab, but Asterix and The Power of The Gods, which I am reliably informed is based on Asterix and The Chieftan's Shield.

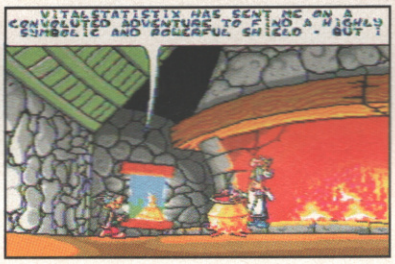
This is essentially a platform romp, at first sight anyways, but what makes the game such a delight is that there are elements of other game genres: that is RPG, adventure and shoot-'em-up styles are mixed in to the non-linear approach that the game takes. Basically you, as either the little fella or Obelix, have to retrieve the chief's shield which those pesky Romans have roamed off with. It doesn't make a whole lot of diffemce who you choose, especially as the animation captures the humour and graphical style of the books perfectly. There are 20 different levels taking you as far a field as India and Egypt, but you don't have to start at the same point, you can wander via a main map into a number of locations. The adventure-style element comes into play in that you'll need to solve a puzzle or find a certain something before you can progress.

JUST LIKE THE REAL THING

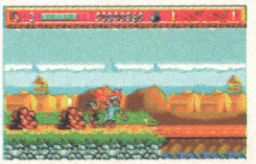
Capturing the graphical feel and humour of the tales of Asterix the Gaul is best displayed by the comic intro, the only thing that won't impress you though is the painful, diddly diddly dee classical music soundtrack.

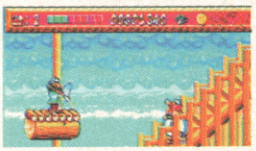


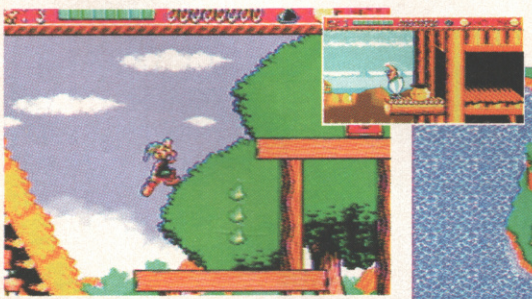
▲ *Power ups can be found in the treasure chests, and the crates are handy for reaching unreachable heights.*



▲ *There are various stop points where you get advice.*







▲ *It doesn't make too much difference as to whether you pick Asterix or Obelix as your main character.*

▲ *The non-linear nature of the game means you can start where you like.*

VERDICT

MEGA DRIVE

After the deluge of lovely, flash platform romps at the end of last year it's good to see something like Asterix come along. Why? Because it's something a bit diff' to the Sonics, Headdys and Ristars which are Sega's mainstays. There's a mixture of gameplay styles which takes this from being a scrolling-platform-pick-up-power-ups-bash-baddies type a thang to a think about the puzzles and roam about for clues sort of game. Oh, and the graphics and characters are true to the originals. Oh, and get this... no, like I mean get this.

GARY LORD

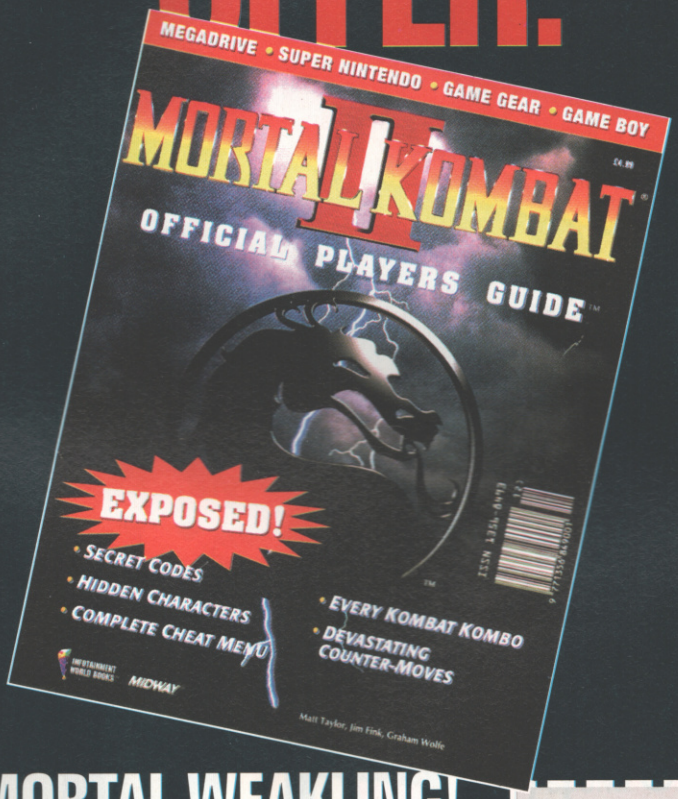
■ GRAPHICS	89
■ SOUND	75
■ PLAYABILITY	88
■ VALUE	90

OVERALL ■

89

● GAME BY SEGA ● CONTACT SEGA (0171-373 3000) FOR INFORMATION

AN UNBEATABLE OFFER.



CVG SPECIAL READER OFFER!

DON'T BE A MORTAL WEAKLING!

– Get the Official Mortal Kombat 2 Players Guide and never be beaten again!

For a meagre £4.00 (inc P&P), you can gain possession of this hand-crafted tome, carved from solid paper, colourised by the purest mountain ink, revealing to YOU the ancient fighting secrets of Mortal Kombat II!

The definitive Official Mortal Kombat 2 Player's Guide: 156 pages covering Mega Drive, SNES, Game Gear, and Game Boy formats.

To get your copy of Mortal Kombat 2 Official Players Guide fill in the form and send with payment to Mortal Kombat 2 Reader Offer, Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harbour, Leicester LE16 9EF

Please send me a copy of Mortal Kombat 2 players guide. I enclose a cheque/postal order for the value of £_____ made payable to Emap Images Ltd.

Source Code : BK1B

NAME:.....

ADDRESS: .....

.....

.....

POSTCODE: .....

TEL NO .....

To get your copy of Mortal Kombat 2 Official Players Guide fill in the form and send with payment to Mortal Kombat 2 Reader Offer, Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harbour, Leicester LE16 9EF

■ SNES/MEGA DRIVE

■ Shoot-'em-up ■ Acclaim

■ SNES £44.99 MD £Unconfirmed

■ Out Now

■ No other versions available

■ Game Boy and Game Gear versions planned

true lies

Arnie's no longer a guarantee of movie success, but was he ever that for video games, Acclaim's about to find out...

True Lies saw Arnie come back to his best on the big screen. It was old Arnie, corny one liners, big guns, huge explosions and lots and lots of foreign terrorists to kill. Then what? He goes and does Junior. Fool. At least we've got the True Lies game to make up for that abomination.

In fact, the game is just the violence from the movie, and bears little resemblance to anything else which transpired – which means that crappy love bit in the middle doesn't appear. What has happened though, is a shoot-'em-up which is more than a bit similar to Renegade's The Chaos Engine, ie a Commando-style blast with extra weapons and eight-way scrolling; and that's it really. Shoot a few terrorists, try to avoid killing honest, law-abiding American citizens who get in the way, grab a few extra ammo clips and repeat.

But shooting in anger is the name of the game, and that's it really. Not much thought, not much more than naked aggression. Sounds perfect. But it isn't. It looks like a classic example of a licence not only gone bad, but hitting skid row, drinking bottles of Thunderbird down in one and asking for 'any loose change, sir'.

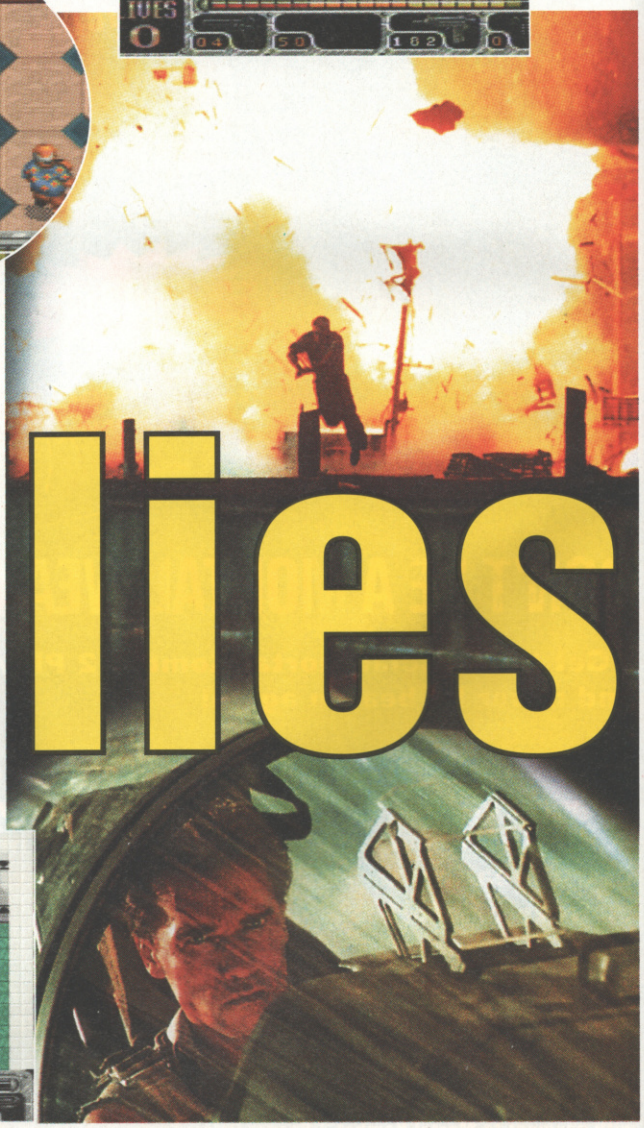
PLAYING THE MOVIE

The problem software houses always seem to have with movie licences is actually making the connection between their game and the licence they spent so much money on. Acclaim has tried to tie the whole thing together with a couple of backdrops based on scenes from the flick, and some dodgy digitised pictures. Here's how they look...

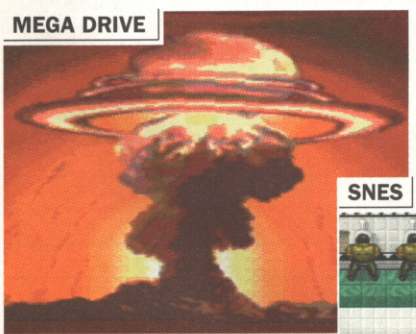
MEGA DRIVE

◀ *Aieee! Blood, no mum, it's going to turn me mental and socially dysfunctional.*

SNES

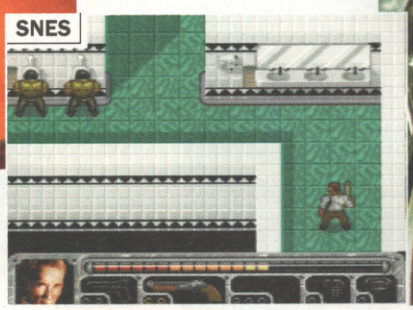


MEGA DRIVE



Proof that even nutter maniac terrorists have to stop for toilet duty once in a while. The question is, where do they keep there Uzis? Oh dear. Still, here comes Arnie to sort them out.▼

SNES



▲ *Ah. You seemed to have failed in your mission. What a shame. Still, there are more than enough cities in America, who's going to notice a few less here and there?*

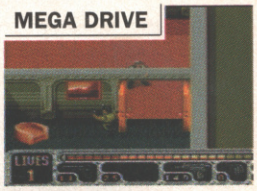
● GAME BY BEAM SOFTWARE ● CONTACT ACCLAIM (0171 344 5000) FOR INFORMATION.

MEGA DRIVE

▲ Escape death by simply bombing it downhill.

▲ Maniac skiers, but no dogs in the game.

MEGA DRIVE



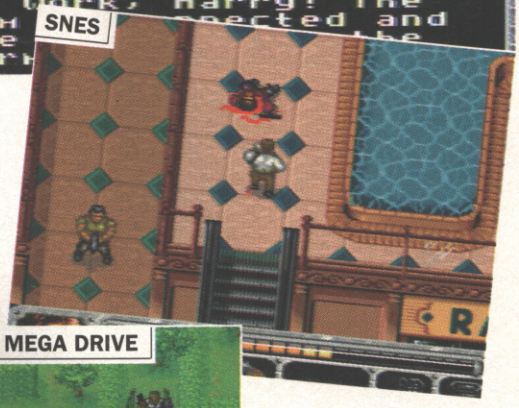
▲ Find the pass cards to open doors.

MEGA DRIVE

SNES

▲ Aren't you married to Roseanne, or something?

SNES



SNES

▲ Marvel at the full eight-directional firing prowess of Arnie. Stare in wonder at his Van Husan shirt.

MEGA DRIVE

MEGA DRIVE

▲ Arnie had better grab that medical kit if he wants to live long enough to make True Lies 2.

▼ You're spared no mercy, especially if you had to buy the game full-price.

MEGA DRIVE

▼ I'll have a 99 with strawberry syrup please mister.

SNES

VERDICT

MEGA DRIVE

Hmm, this is suspiciously identical to the SNES version in almost every way. The graphics are almost the same, so's the sound. In fact, I doubt if you could tell the versions apart. As a licence, well, it goes the same way as nearly all Arnie licences – down the tubes. Acclaim could have released the game with almost any title, it wouldn't make a blind bit of difference. True Lies isn't awful, but it wasn't the game we wanted to see, and it really just isn't that good compared to the standard of software we should see from Acclaim.

RAD SEMI-AUTOMATIC

GRAPHICS	76
SOUND	72
PLAYABILITY	72
VALUE	60

OVERALL

69

ALTERNATIVE

A1200

Chaos Engine

Renenage/£24.99

One of the best modern-day Commando variants. Infinitely more fun than True Lies and there's a two-player mode and the A1200 version is the best of the bunch.

ISSUE 148: 86%

VERDICT

SNES

Simplicity is often the key to a good game, but it can also be the big, sweaty latrine from which some of the worst ideas come. True Lies falls somewhere in between. It's really a classic wasted licence. True Lies was a blockbuster movie which has turned out to be nothing more than a primitive shoot-'em-up videogame, with a few digitised film pics to flesh it out. Yes, I did enjoy it for a short while, but I didn't have to pay for it. You will, so you'd better think long and hard because there are better games you can spend your money on.

MARK PATTERSON

GRAPHICS	75
SOUND	70
PLAYABILITY	72
VALUE	60

OVERALL

68

■ PC CD-ROM
■ Racing ■ Virgin
■ £44.99 ■ Out Now
■ No other versions available
■ Floppy version planned

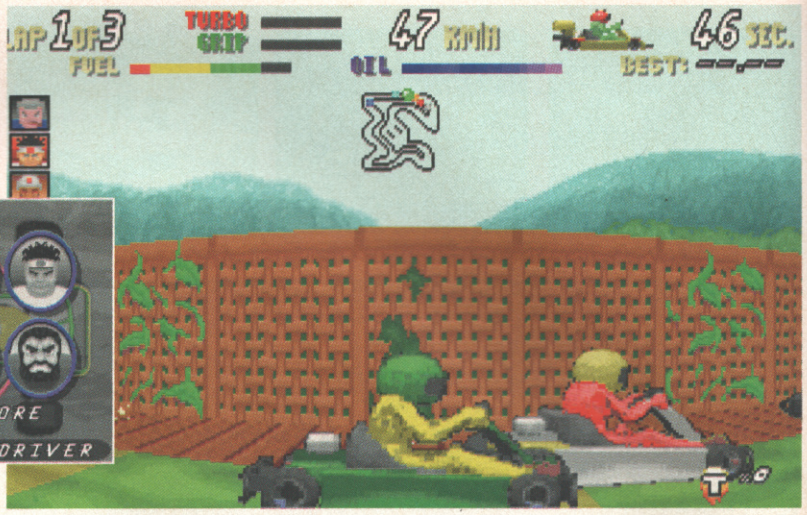
Could we be looking at MarioKart on the PC? It's a definite maybe...

Let's just get one thing straight – this isn't as good as MarioKart, there isn't much that is. What Manic Media has created is an all together more serious karting sim, which fits the PC's idiom perfectly. But is that what people want?

Who knows, certainly this is a very slick game. The 3D engine is powerful, fast and flexible enough to run even on slower 486s. This is partly because it rather clever adjusts the frame itself, rather than wait for the PC to get so tangled up with calculations that the whole thing starts running slower than a sloth through a cesspool. We do recommend though, that the feeblest machine you try this on is a 33Mhz with 8-meg, because if the frame-rate drops too far it's like watching a zoetrope version of the game.

The gameplay itself is dead simple. Bomb round the tracks, collect cash on the way, spend it souping-up your kart, then bomb around the next track. It's hardly revolutionary, but it's the multi-player mode that makes it a winner. Sad loners with no friends can challenge the game over its numerous courses which feature in the league mode, and are damn tough when you set the game to hard mode. And there are loads of short-cuts to discover, although when you first find them you spend so much time learning the route through that you normally end up last.

If you've got access to just the one machine there's a two-player split screen mode, but if you're in the office the eight-player network game is a brilliant way to squander several days and send your business well and truly down the toilet.



super

This is Germany – pretty, isn't it? Put your foot down and get out fast. ▶

▼ Superkarts tracks get progressively tougher.

◀ Getting a good start is all-important.

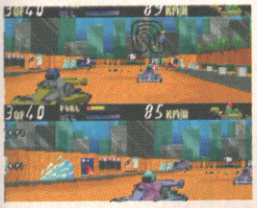
The split-screen two-player mode is ace – but eight-players is better. ▶

REVVING UP

The 3D engine which lies at the heart of SuperKarts isn't the most detailed ever, however it makes up for that with the excellent sensation of speed it gives and the near-infinite number of camera views. Here's how the average race pans out – if you've got someone handy to keep swatting the F-keys to change the camera view.

● GAME BY MANIC MEDIA ● CONTACT VIRGIN INTERACTIVE (0181 960 2255) FOR MORE INFORMATION

▲ Collect cash to customise your car.



▲ There isn't much scope for dirty tricks.

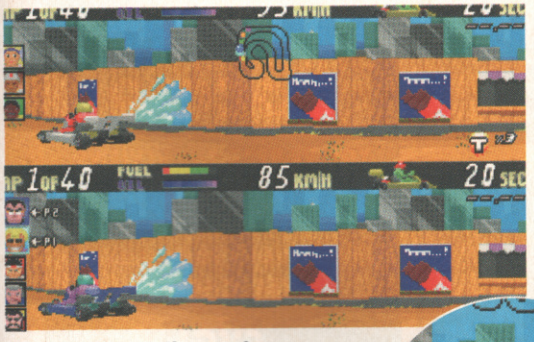
You ▶ can switch between karts during a race.

Theat ▶ top turn is a tricky one so go slow.

karts

Arrghh! A giant marble on the track. ▶

The control system is fully ◀ adjustable.



▲ Crash too many times and your kart'll explode.

The ▶ graphics aren't very detailed, although the speed compensates.

SECOND OPINION

This certainly makes a change from hard-core sims like Indycar. As soon as the game's loaded you can dive in, hair round a track cutting corners and ram into a wall at top-speed. I actually really enjoyed the single player mode, but I agree that compared to many games these days, this is just a bit too superficial to justify the asking price. That said, it's a near-essential purchase if you've got access to a PC network.

RAD AUTOMATIC

WORLD BEATER

SNES

- MarioKart
- Nintendo/£44.99

All right, so you knew this would crop up. But it is the best. One of the big six SNES games everyone should own. It's brill' and should be fairly cheap now.

- Issue 132: 96%

VERDICT

PC CD-ROM

This is the old story of a game which, in single player mode, is great fun, but really comes into its own in the multiplayer mode; like most racing games in fact. The two-player split-screen game works well, although compare that to the game running on a network in eight-player mode and we're talking about something really hot. However, for the amount of game in there, the asking price is too steep. Fifteen quid less would have been about right especially if you and your mates have to fork out a bomb for several copies.

MARK PATTERSON

GRAPHICS	86
SOUND	84
PLAYABILITY	91
VALUE	75

OVERALL

87

ADVERTISING PROMOTION

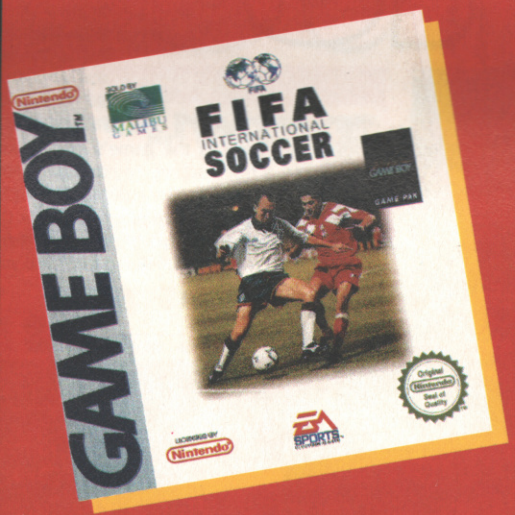
WH SMITH

HOT GAME OF THE MONTH

"Despite the obvious flicker caused by having so many sprites on screen at once, FIFA on Game Boy is a graphical triumph. The original's gameplay has survived conversion pretty much intact too, with the same A1 routines and all the moves you know and love. If you're a footy fan and you really want a soccer title for your Game Boy, this is probably the best one on the market."

Radion Automatic

COMPUTER & VIDEO GAMES



FIFA INTERNATIONAL SOCCER

YOU'VE READ THE REVIEWS. YOU'VE SEEN THE SCORE. NOW TAKE ADVANTAGE OF THIS SPECIAL OFFER BROUGHT TO YOU BY

WH SMITH + CVG!

£5 OFF

FIFA INTERNATIONAL SOCCER

This voucher entitles the bearer to save £5.00 when they purchase FIFA INTERNATIONAL SOCCER on the Game Boy.

WH SMITH

Staff Initials:

Till No:

Reciept No:

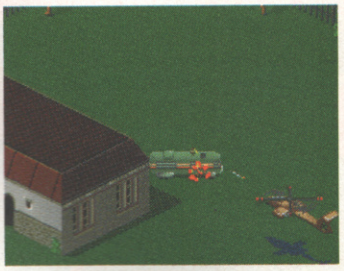
(Game Boy format only)
Valid until 25th April 1995 • Cash value: 0.001p
This voucher may not be redeemed for cash or any other merchandise.

■ PC CD-ROM
■ Shoot-'em-up ■ Gremlin
■ £Unconfirmed ■ Out Now
■ Mega Drive and Amiga versions also available
■ Game Boy and SNES versions planned

You may be a mad, middle eastern dictator, but if you come round Honey Nut Close... on a Sunday afternoon... in your armoured vehicle... you will get a big slap!

CVG HIT!

Urgh, a green VW Camper full of evil people. Kill! Kill! ▶



Terrorist, one missile. Sorted. ▶

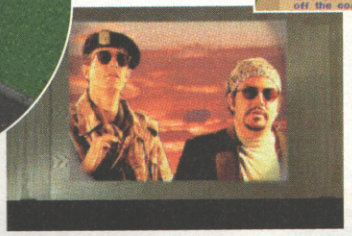
jungle strike

This is Jungle Strike, pure and simple, and beautifully created (or should we say converted) for the PC. Which is somewhat of a contradiction because Jungle Strike, with its tale of evil desert madman, Kilbaba Jnr, taking on the good ole US of A, is very un-PC. That's not stopped Gremlin however, taking EA's original Mega Drive game engine and creating what resembles a cracking conversion of the isometric, 3D shooter.

The principal craft you take control of in Jungle Strike is a storming Commanche 'copter, and to control it (or the hovercraft, stealth fighter or motorbike) simply use the keyboard or joystick to manoeuvre your craft. The good thing about Jungle Strike is that the helicopter (et al) is PDQ and when armoured vans, trucks and HARVs are in the area, you can usually dodge cannons and missiles once you've mastered the control method.

The Strike series is very playable, and the PC is no exception, and as you complete each section of a mission you become more adept and eager at facing the next lot of guns and terrorists. Luckily there are passwords at the end of each campaign, and always check out the menus for info on your fuel and ammo stats, and only collect it when you really need it and you should be able to stop the Desert Madman and South American drug baron before he nukes Washington.

◀ I think that is what you could competently say is a hit.

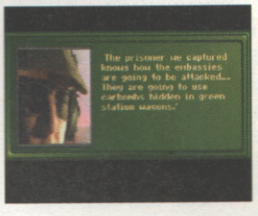


▲ This co-pilot looks like he could be capital T trouble.

◀ Check out the resolution of that FMV.

▲ It's Gremlin's PR department pretending to be despot totalitarians again.

A couple of Hellfires will soon get rid of that little tankin' upstart. ▼



▲ Why is that man wearing sunglasses when the sun has obviously gone in.

COMING SOON

SNES/GAME BOY
■ Jungle Strike
■ Ocean/Gremlin

The Nintendo versions, courtesy of Ocean and Gremlin should be out next month, but if you want to know more why not check out our two page preview on pages 46 and 47.

■ EXPECTED RELEASE: APRIL

VERDICT

PC

While this is essentially nothing more than a polished-up version of the original Mega Drive game, it's still damn good. The missions are more detailed and better structured than in Desert Strike – some of them actually require brain-work to complete. This is still one of the most playable and original shoot-'em-ups available on any format. A word of advice, though, use the keyboard, not a joystick. The game's tough enough without making life tougher for yourself by using a control method which doesn't come up to scratch.

GARY LORD

■ GRAPHICS	82
■ SOUND	86
■ PLAYABILITY	89
■ VALUE	90

OVERALL ■

90

● ORIGINAL GAME BY ELECTRONIC ARTS ● CONTACT GREMLIN INTERACTIVE (0114 275 3423) FOR INFO

PC CD-ROM

Adventure ■ **Gametek**

£44.99 ■ **Out Now**

No other versions available

No other versions planned

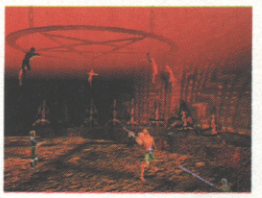
Demons, cyberpunks and Dennis Hopper join together to form the most star-studded adventure yet. Interactive movie, anyone?

hell

It wasn't long ago that software companies used the vocal talents of their receptionists, marketing assistants and programmers to make their 'talkie' adventures, but nowadays the likes of Mark Hamill, Tim Curry and Dennis Hopper are queuing up to star in games. It's not even as if these are has-beens, either: Hopper, the star of Hell, is a main player in Hollywood with Speed last year and Waterworld this year. Could it be that Hollywood is taking games seriously at last?

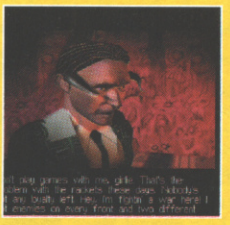
Perhaps. Hell is a huge, cyberpunk adventure. The storyline is complex, but basically America is being run by a tyrant (Grace Jones) who has outlawed smoking, drinking, gambling, free speech and computer technology. She has cut a deal with the demons of Hell so that any law breakers will be damned forever. The heroes, Gideon and Rachel, are government agents, but they find out that they've been betrayed. Someone wants them dead, and they must find out who and why before they are dragged down to Hell forever. This means dealing with outlaw gangs, corrupt government officials and even the demons themselves, including Hopper's Mr Beautiful.

It's difficult to know where to start with this large, non-linear game, but the idea is to travel around, talk to people to find out information, solve puzzles, carry out errands and recruit people to your cause. Much like any other adventure, really, except that this is a very tough game and the complexities of the plot are often baffling. Still, this is an impressive title which is both slick and attractive, so it should please experienced gamers who are looking for a challenge.



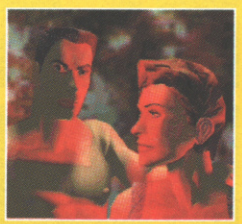
▲ *Combat happens automatically, but to win you usually have to get hold of a particular object or solve a puzzle beforehand. Otherwise you're toast.*

HELLRAISERS

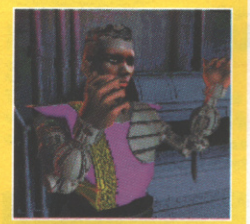


This is Mr Beautiful, down right demon, trouble maker and professional Dennis Hopper lookey-likey. In fact, he even sounds like Dennis Hopper. Hmm, now I wonder why that is?

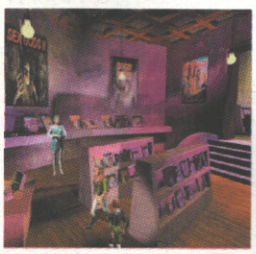
This is Cynna Stone, hologram and demolition expert. Why is she a hologram? Because she blew herself up. So she's not that much of an expert, then, is she? And where's the 'H' on her head?



▲ *Gideon Eshanti (the guy) and Rachel Braque (the gal) are the two heroes. They used to be Hand of God agents until the Hand tried to bump them off. Now there's gratitude for you.*



▲ *Solene Solux is the leader of the Hand of God, America's ruling political party. She is a dangerous character, but then she would be, being played by the inimitable Grace Jones.*



▲ *The owners of this comic shop are having a spot of bother with a computer virus. Cracking the virus is one of Hell's many difficult puzzles you have to solve.*

Some characters are more co-operative than others, but most want you to run an errand, solve a puzzle or kill someone before they tell you anything. ▼

▲ *Death lurks around every corner: you never know when a demon's going to pop up and rip your head off.*

▲ *Gideon and Rachel have to deal with many unsavoury types as they try to find out who wants them dead.*

VERDICT

PC CD-ROM

There's no doubt Hell is a good-looking game – the locations are atmospheric and although the animation is jerky, the characters look smart. But there are two problems with the game: firstly, the music (and I use 'music' in the loosest possible sense) is tuneless and annoying, and secondly, the puzzles are obscure, making the game baffling to play. It's completely non-linear, so you're never sure what you should be doing next, which can be daunting. Even so, this is a polished, glitzy game which is rewarding once you've got in to the game.

CAL JONES

GRAPHICS	89
SOUND	62
PLAYABILITY	80
VALUE	83

OVERALL

82

● GAME BY TAKE 2 ● CONTACT GAMETEK (01753 549442) FOR INFORMATION

PC GAMES

APRIL ISSUE ON-SALE NOW!
BUBBLE TROUBLE!
Those pesky aliens are back — and this time they've got snorkels! Yes, UFO:Terror From The Deep, the super-sequel to the incredibly popular UFO: Enemy Unknown, is about to be let loose on an unsuspecting world.
It's destined to be one of the year's biggest — and wettest — games. Why? Well, you can find out in the latest issue of PC GAMES, in which you'll find an exclusive first review AND a fantastic playable demo!
PC GAMES
It's about games. On the PC. Enough said.
BISLEY

ARCADE

■ Arcade ■ Beat-'em-up
■ 40p/play ■ Out Now
■ No other versions available
■ Saturn and PlayStation versions planned

What's the world coming to? A Capcom arcade beat-'em-up that isn't Street Fighter? Surely not...

CVG GOLD

The designers of Children of the Atom have obviously done their X-research quite thoroughly since the coin-op features a host of familiar, and not-so familiar, characters from X-comics old and new. They needn't have bothered, of course, because let's face it – everyone's going to pick Wolverine. He's everyone's favourite short, hairy, Canadian psychopath and just about the most popular comic book character in Christendom. And who wants to control boring old fuddy-duddy Cyclops when you can wade in with a four-foot-nowt pointy nutcase?

Well, once you see the stature of some of the other characters you may well change your mind. Eschewing the usual proportionism of one-on-one beat-'em-ups, Children of the Atom pits incredibly mis-matched looking opponents against one another. Witness, for example, the Sentinel which is almost the full height of the screen, compared to wickle Wolvie standing at about an inch tall. Combatitively all the protagonists are pretty evenly matched thanks to the heavyweight employment of combo-friendly special moves. These are accompanied by suitably super-powered speech and visual effects which help distance the game from the hordes of other Street Fighter clones. Although if anyone was going to make a Street Fighter clone, Capcom is the last team you could really blame for it.

GET DOWN ON THAT KILLING FLOOR

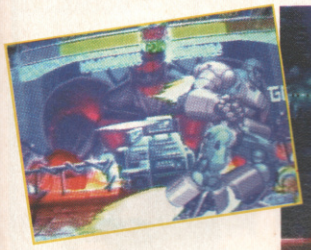
Super heroes are well known for their mega-destructive battles, which usually end up with the local scenery taking more of a pasting than any of the combatants involved. Capcom is well aware of this, and has taken steps to include such un-public spirited behaviour in the game. The more powerful the attacks launched during the rounds, the more structural damage the floor incurs. After sufficient trauma the entire thing gives way, dropping the characters into a lower section of the environment. This can happen a number of times before the combat reaches rock bottom.

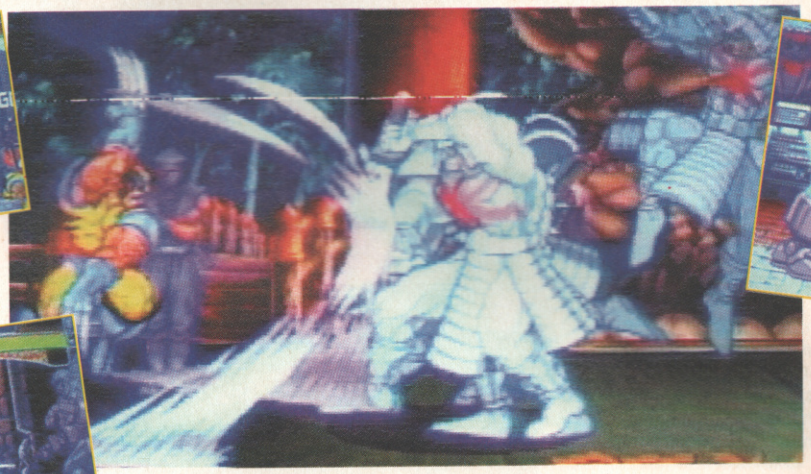
X-men: children of the atom

● GAME BY CAPCOM ● CONTACT ELECTROCOIN (0181 965 2055) FOR INFORMATION

POWER X-TREME!

Many beat-'em-ups currently on the scene reward the use of combos, and X-Men is no different. Each character has, along with their energy bar, an X-Power bar. This fills up as you score more damage, and once it's full you're able to unleash your mega-powerful X-Ability, which is commonly good for up to 20 successive hits. The joystick commands for these attacks are predictably tricky, but it's well worth taking the time to learn them. It's also well worth learning how to counter (by avoiding or blocking) each of these.



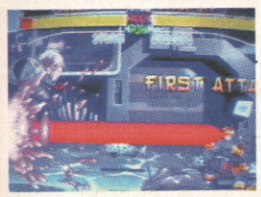


▲ *The huge size of the Sentinel makes it very difficult to co-ordinate.*

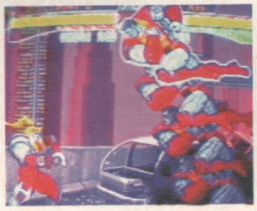
▲ *Children of the Atom features a cheat which lets you play as Akuma Long! Sadly, we couldn't print any pictures 'cos there wasn't any film in the camera when we found him. Boo hoo.*

▲ *What do you call a sick superhero? An Ecchs-man! Ha ha.*

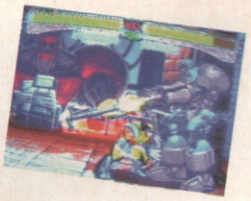
▲ *The speech for Wolverine is provided by the same actor who plays him in the ace cartoon, trivia fans.*



▲ *The Danger Room level constantly changes backgrounds.*



▲ *Wonder when X-Men Champion Turbo Edition is coming out?*



▲ *If you're not into special moves you shall die quickly in this game.*

SECOND OPINION

Now why on Earth hasn't anyone bothered doing something like this before? I'd much rather play this than one of those crappy sideways scrolling things they usually produce with Marvel characters. X-Men is good because a) it's combo-lover friendly and b) it's flippin' X-Men innit mate? It certainly bodes well for any coin-op freak who fancies playing something that isn't Killer Instinct and as an alternative you won't find anything better in the arcades at the moment.

MARK PATTERSON

VERDICT

ARCADE

With Capcom being the grandaddy of the beat-'em-up scene you'd expect something pretty decent from its team, especially considering the potential of the X-Men licence. The resulting game exceeds all expectations. Indeed, if Capcom dropped the Marvel tag and called it Street Fighter 3 it's unlikely anyone would've been disappointed. The sheer scale of the action is exhilarating in itself, not to mention the fantastic presentation and superb playability. Roll on the home conversions, that's what I say.

RAD AUTOMATIC

GRAPHICS	92
SOUND	93
PLAYABILITY	95
VALUE	94

OVERALL

95

● X-MEN ™ AND © 1994 MARVEL ENTERTAINMENT GROUP INCORPORATED ALL RIGHTS RESERVED. © CAPCOM 1994 ALL RIGHTS RESERVED. THIS VIDEOGAME IS PRODUCED UNDER LICENCE FROM MARVEL ENTERTAINMENT GROUP INCORPORATED.

■ MEGA DRIVE

■ Platform ■ Sega
■ £44.99 ■ Out March
■ No other versions available
■ No other versions planned

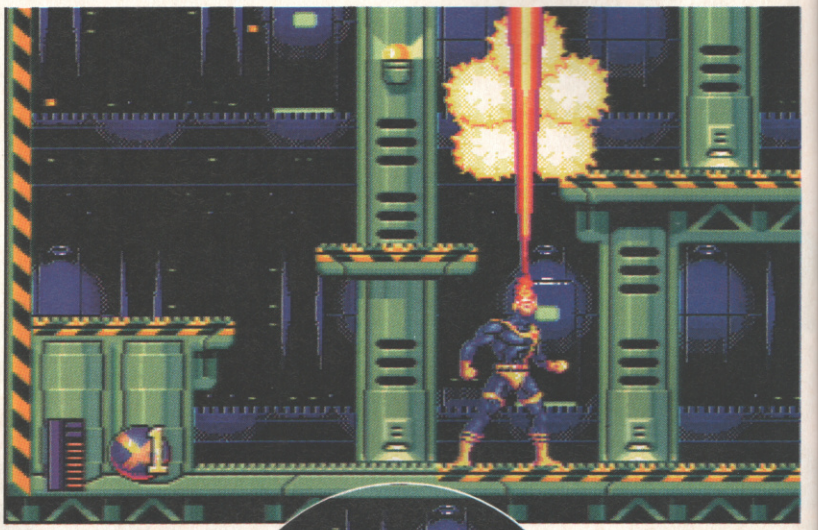
X-men 2

They're X-y, they're sexy, they can't see without their specsies – it's the X-Men!

CVG HIT!

Would you send your children to a school where the headmaster is called Professor X? I mean, Mr X is suspicious enough and Dr X implies underworld connections, but Professor X sounds like an evil Nazi scientist plotting to take over the world before destroying it. And he doesn't even run proper classes, his star pupils spend their days roaming the streets tearing up downtown neighbourhoods during fights with rival gangs. And he's bald, as if that wasn't enough.

But let's not be cruel, he is a goodie after all. And of course, with sinister slapheads contributing to the delinquency of minors as the heroes, you wouldn't be far wrong to believe that the real villains are beyond our mere mortal judicial system. In this latest platformer the X-Men (or an incarnation of their line-up) are pitted against just about every major mutant villain that ever appeared in the comics. You're given the choice of six characters before each level and after each lost life, with each having their own strengths, weaknesses and special abilities. Unlike with many games of this kind, it actually does make a big difference which mutant you use, with different routes for characters who can climb or teleport or who can't do anything. Sounds beezer, but is it? Now read on, true believers.

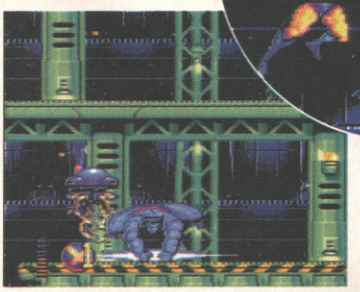


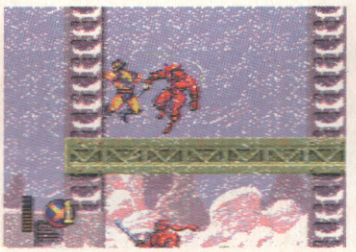
▲ *Cyclops exhibits his amazing optic blast.*

What a surprise, Wolverine's in the game. ◀ *Hmmm.*

Beast's power is a bit useless – he just pounds the floor in an imitation of frustration. ▼

Nightcrawler is the best all-round character, and also has the best climbing abilities. ▼



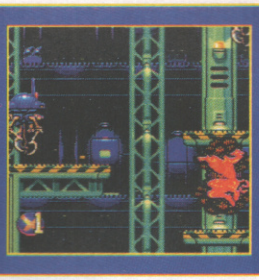


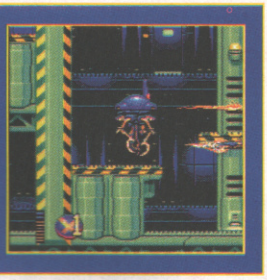
Each character jumps completely differently, so it helps to learn how they all behave. ▶

● GAME BY SEGA ● CONTACT SEGA (0171-373 3000) FOR INFORMATION

WINGS DON'T FAIL ME NOW

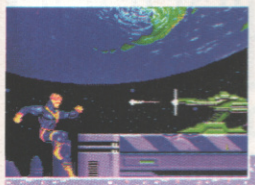
Each of the characters has their very own super power, activated with a single press of the A button. Some of these abilities take a second to power up, the exact level of power being indicated in a meter by the life bar at the bottom of the screen. Release the A button too soon and your super skill doesn't live up to its full potential. Energy also affects special moves. If you're in tip-top condition specials pop out of your mutant body like the squits and have the same sort of effect on your opponents. Take some damage, however, and there's a slight pause before your special works and its efficiency is reduced.

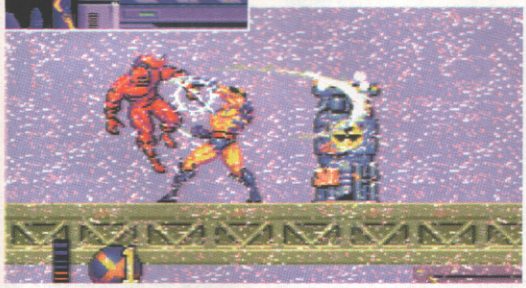




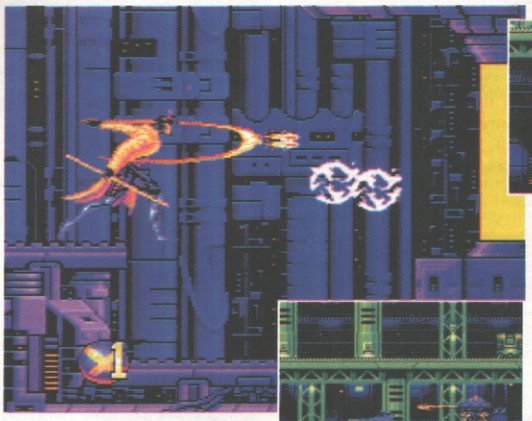
◀ *Choose from six uncanny X-Men! On this screen!*

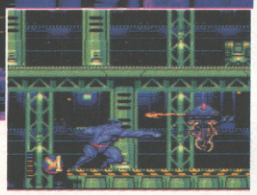
▲ *Cerebro, the X-Men computer, fills you in on the scam before each mission.*





▲ *Wolverine is rock hard. He's my hero.*





▲ *This is what the inside of a sinister Sentinel looks like. How educational.*

ALTERNATIVE

MEGA DRIVE

- X-Men
- Sega/£39.99

Prequel to this game, and not that bad. However, it's very slow-moving in comparison to the sequel and doesn't have much to do with the X-Men themselves.

- ISSUE 139: 72%

SECOND OPINION

Sega has broken a couple of boundaries, here. Firstly it has actually managed to produce a decent X-Men licence, and secondly it's also gone and brought out an original platform game – something Sega hasn't managed to do for quite some time. The number of characters adds a lot of lasting appeal and the variety inherent throughout the game stops it from ever becoming boring. In fact, it's a bit scary.

GARY LORD

VERDICT

MEGA DRIVE

While the X-Men have always had the potential for a great licence, so far none has appeared. Until now that is. The characters are, at last, sufficiently different to make an impact on the game which, at last, has been designed with the X-Men in mind and not Sonic or Johnny Flashback. The game kicks off at a cracking pace and gets more furious as you progress, moving at a fair lick and constantly throwing in new enemies and hazards. In short, this is one of the best action platformers Sega has released in absolutely ages.

RAD AUTOMATIC

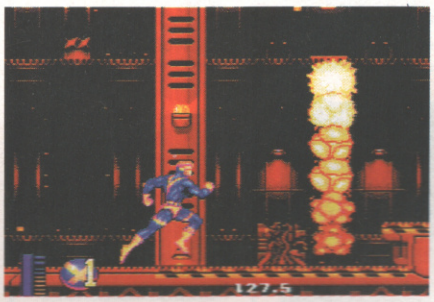
GRAPHICS	88
SOUND	76
PLAYABILITY	92
VALUE	91

OVERALL

90

NOW WITH ADDED INTEREST

Lack of originality is one complaint all too often levied at platform games. But not X-Men 2, oh no. Every level in the game features a new twist, sometimes even devices new to the genre. For example, you're dumped into the first level with a random character without knowing what's going on, after which you're asked to infiltrate a security complex, climb inside the robot workings of a giant Sentinel to destroy it, then find your way back out of the exploding building without so much as a little arrow to guide you. Once you've managed this, your mission briefing for the next section is interrupted after about 15 seconds (so you have to read fast) before you're cast off into space and... well, you get the idea.

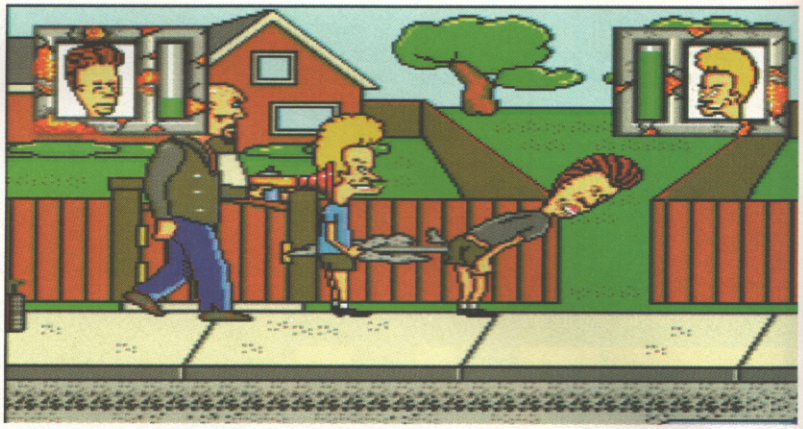


The emergency lighting makes it difficult to find your way out of this ◀ *bit.*

MEGA DRIVE

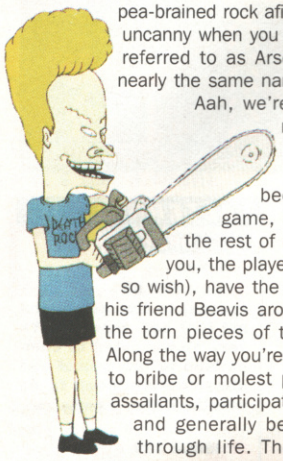
Adventure ■ Viacom
£39.99 ■ Out May
No other versions available
No other versions planned

Huh huh huh huh huh huh huh huh huh. Huh huh huh huh huh huh. Huh huh huh huh huh huh.



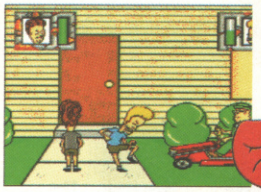
beavis and butt-head

Amazing though the unjustified moral furore surrounding Beavis and Butt-head is, it's not the most incredible thing about the show. More spectacular by far is Butt-head's resemblance to our very own pea-brained rock aficionado Rik Skews. Especially uncanny when you consider Rik is often jocularly referred to as Arse-face by his pals, which is nearly the same name. If only he were as funny. Aah, we're only kidding. We love him really. Even if he does look like a cartoon character.

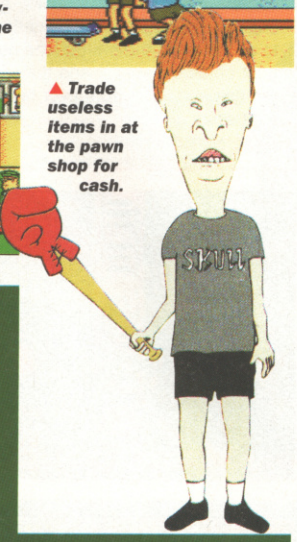


At least Rik has now been immortalised in his own game, though, which is more than the rest of us CVG writers can say. Now you, the player (and a second player if you so wish), have the opportunity to guide Rik and his friend Beavis around their town searching for the torn pieces of their GWAR concert tickets. Along the way you're often forced to collect items to bribe or molest people with, avoid potential assailants, participate in a spot of couch fishing and generally belch and flatulate your way through life. The game runs in an almost LucasArts-esque hybrid of arcade running and jumping with adventure elements of item collection and puzzle solving thrown in. Can you get Beavis and Rik-head to the Church of Rock on time?

▲ **Sleazy P Martini, manager of GWAR, comes out to show off his greasy DA.**



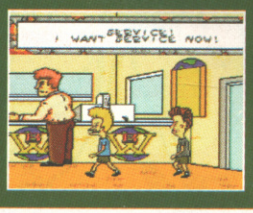
***Anderson and his lawnmower of doom make a welcome appearance.* ▼**

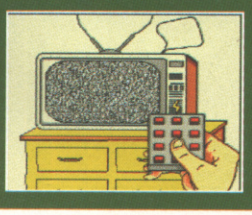


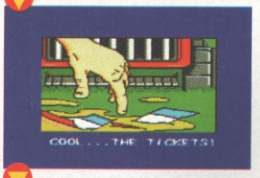
▲ ***Trade useless items in at the pawn shop for cash.***

HEADING HERE...

Much effort has been spent to make the Beavis and Butt-head game as true to the cartoon as possible. The pair transport themselves from place-to-place via their TV (remote controlled, natch), earn much-needed cash by working in Burger World and skip classes led by the famous Mr Driessen. GWAR themselves have contributed to the soundtrack (although you can't really tell) and even the opening credits have been transposed in all their glory. Top marks for authenticity, Viacom.







VERDICT

MEGA DRIVE

Beavis and Butt-head is well presented, features loads of sampled speech, familiar locations and characters and the same sense of humour fans of the prog' will expect. What it doesn't have, unfortunately, is the gameplay to back all this up. The arcade elements are what spoil things – they're too cumbersome and as a result you find yourself constantly dying and having to start all over again. Die-hard enthusiasts may glean some entertainment from the antics of the lead chaps (I did), but as a game this falls flat.

RAD AUTOMATIC

GRAPHICS	81
SOUND	82
PLAYABILITY	71
VALUE	68

OVERALL

70

● GAME BY VIACOM ● CONTACT SEGA (0171-373 3000) FOR INFORMATION

out now...

We spend many a coffee-stroke-fag break at CVG pondering what we'd do if we won the lottery – what we'd spend it on, what celebs we'd have cleaining our bogs etc. If we only won about 60-70 quid we'd simply ponder which current sotware we'd buy from this little selection...

carts

DOOM

MD-32X
issue 158
94%

The best game that's been released on Sega's new 32-bitter, and a rather excellent conversion of the PC game of 1993 and no mistake. More blood than a blood donors roadshow, and more ammo and guns than Leon.

cd

DISCWORLD

PC CD-ROM
issue 160
94%

Psygnosis do Terry Pratchett proud with a visually stunning adventure game based on the eponymous novels. The Discworld characters have such top peeps as John Pertwee doing their voices, and the game plays immensely well.

cd

TOH SHIN DEN

PLAYSTATION
issue 160
96%

The graphics will have you aghast when you see this Virtua-style beat-'em-up slamming away on your new PlayStation. The moves are stunning, as are the character's catchphrases as they score a victory. Hells inferno, this really shows off the PSX.

carts

NBA JAM TOURNAMENT

SNES/MEGA DRIVE
issue 160
91%/90%

Acclaim's acclaimed basketball game returns and is every bit as good as the first, only better. The main additions are the Hot Spot bonus icons, power ups and the selectable juice mode. If you find the Mortal Kombat team write in and tell us now. Please.

handheld

PROBOTECTOR

GAME BOY
issue 155
84%

Overhead and horizontal scrolling comhined in one five level shoot-'em-up. There's some hefty hardware from level one that can be upgraded into something even heftier. Close to the SNES original but without a simultaneous two-player option.

amiga

MORTAL KOMBAT 2

A1200
issue 158
96%

Beat-'em-ups don't often work on Amiga but MKII is a big exception. The programmers have cleverly packed the full complement of special moves despite the lack of fire-buttons. Undoubtedly the best Amiga beat-'em-up ever and a must buy.

carts

MORTAL KOMBAT 2

32X
issue 160
93%

It didn't take long, however, before a decent challenge to Cosmic Carnage came along, and it's Mortal Kombat 2. Impressive intro pics, excellent little touches and the reappearance of juggle combos make this virtually arcade perfect.

carts

STORY OF THOR

MEGA DRIVE
issue 160
89%

Almost a rival to Zelda on the SNES, Thor is a fine console attempt at RPGing that has more of an emphasis on arcade skills than puzzling. Loads of secret weapons and foes to work your way round and nowt at all to do with the thunder god.

handheld

HEBEREKE'S POPOON

SNES
issue 157
91%

It may well be a bit of a Tetris clone incorporating the cutesey beans from Mean Bean Machine, but the two-player mode of this Japanese puzzler makes for some nail-biting competitiveness and a real test of skill, reflexes and forward thinking.

cd

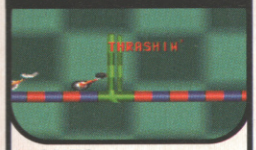
SUPER STARDUST

CD32
issue 159
85%

Taking the Asteroids game to a whole new level is Team 17's superlative, and incredibly good looking space blaster. The same rendered graphics that you get with the A1200, but with a better soundtrack, and the subgames lift this above just average.

cart

UNIRALLY



SNES
issue 159
87%

Take charge of a unicycle (yes a unicyle) and race over a multitude of walkways at breakneck speed performing daring stunts for extra points. There's not a great deal of variety in the tracks, but once you get a mate with you this game goes up a gear.

cd

WING COMMANDER 3

PC CD-ROM
issue 159
95%

The gameplay is much the same as the other Wing Commander games – hop into your starfighter for 3D space battles. What makes this game so special, though, is the slick FMV clips which form an integral part of the game (and star Mark Hamill).

cart

DINO DINI'S SOCCER

MEGA DRIVE
issue 157
85%

If you have a Mega Drive and you don't have a decent footie game, then this is the one to get. Admittedly the controls take a bit of getting used to but aside from this there's a multiplicity of moves and tactics that make this a joy to play.

cd

ECSTATICA

PC CD-ROM
issue 157
90%

Set in the year 928, Ecstatica is a prehistoric adventure game with some of the best graphics you're likely to see. It's similar in gameplay style to Alone in the Dark, only with fantastic creatures such as minotaurs to pitch your wits against.

cd

ULTIMATE PARODIUS

PLAYSTATION
issue 159
85%

If you're eager for new PlayStation software then you can't go far wrong with this Nemesis hybrid. This updated version features loads of all-new characters, weapons, levels and bosses. Very playable but not ground breaking.

■ 3DO

■ Shoot-'em-up ■ Prolific
■ £44.99 ■ Out Now
■ No other versions available
■ No other versions planned

Destruction on a scale only a hyperactive three-year-old could match in the latest shoot–'em–up frenzy on 3DO...

return fire

They say the best things in life are free. Rubbish. The best thing in life is a big, red, throbbing Ferrari F40 (and Pamela Anderson sat in the passenger seat wouldn't go amiss either). Still I'm more inclined to believe that other old saying, that the best ideas are usually the simplest. Why I'm inclined to believe this particularly at the moment is because I've been fortunate enough to whittle away hours indulging in the latest 3DO blast, Return Fire. It's a game so simple it's likely to turn into plankton and get David Attenborough to make a major nature series about it.

Destroy, destroy and destroy is the aim in Return Fire. Buildings, enemy installations, soldiers, trees, everything can be blasted to itty bitty little pieces as the player searches for the enemy's flag, tucked securely away inside one of their buildings. Four vehicles are on offer; a manoeuvrable helicopter, a heavily armed support vehicle, a tough tank and a speedy jeep. Take out the bad guys with the heavy weapons and then send in the jeep to pick up the flag. A brilliant two-player mode is also included where the aim is the same but it's more likely to end up turning into an almighty ruck, rather than any sort of strategy fest.

▲ *Escape with the enemy's flag by using the speedy jeep.*

ALL HAIL!

Rather tastefully, Return Fire celebrates each great victory by running a few reels of old footage showing a dictator-type (that's you, that is) basking in the glory of success while the populace has a good old knees up.

● GAME BY PROLIFIC ● CONTACT 3DO (0181-541 4082) FOR INFORMATION

VEHICLE DUTY

Return Fire features three ground-based vehicles and a helicopter, each of which is important to the success of a mission.

The Jeep: super fast. Use to pick up an enemy flag. Don't hang around, it it is weakly armoured and has little in the way of weapons.

The Tank:: the standard battle weapon. A decent blend between speed, amour and weapons the tank is a great all rounder.

APC: an armoured personnel carrier. Super armour, loads of powerful weapons but very slow. Keep away from water.

Copter: can cross terrain quickly and effortlessly but is slow to turn. Useful for taking out enemy aircraft. Watch out for AAA guns tough.

Water isn't a problem if you stick to the lightly shaded parts. Stray deeper and your vehicles sink. For the helicopter there's the menace of the submarine which patrols the deeper water.

▲ Each level of the game offers a number of progressively difficult sub–levels to fight through. Only one has to be completed before you can progress to the next main level though.

▲ The standard view is above and behind, but it zooms in if a vehicle is not moving.

Each vehicle has its own classical music theme tune. And for the helicopter it's Ride of the Valkyries.

ALTERNATIVE

SNES

■ Cannon Fodder

■ Virgin/£49.99

Lots of bullets, death and destruction (not to mention humour), but a little more thought is required in Sensi's superlative blaster. One-player only, though.

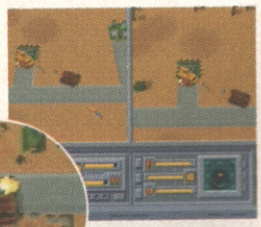
■ ISSUE 158: 90%

SECOND OPINION

Return Fire is vaguely reminiscent of games such as Cannon Fodder or the crinkly Herzog Zwei on the Mega Drive in that it mixes strategy and action in pretty much equal measures. If you just wade in blasting you're certain to come a cropper, and if you spend too much time planning things out you can expect similar results. The controls are perfectly pitched and the capacity for cruelty within the game does inspire some evil behaviour. Basically, this is completely ace.

RAD AUTOMATIC

▼ A split-screen two-player is available.



▲ You can splat individual men in your tank or APC.

▼ Carry less ammo and stock up on fuel.

▲ Taking out the enemy guns is a top priority.

VERDICT

3DO

While I write this piece it's Valentine's Day, which is apt as I love Return Fire. Gameplay's similar to the old Amiga version but the audiovisuals have been beefed up. Now there's a neat 3D engine which pans the graphics out when you're driving at speed and zooms in when the action is slow. Special mention has to go the music and sound, I don't think I've ever heard better. There's not that much variety, but the two player mode and simple, but highly charged, action is exhilarating and a worthy purchase for blasting-starved 3DO heads.

RIK SKEWS

■ GRAPHICS	81
■ SOUND	98
■ PLAYABILITY	89
■ VALUE	90

OVERALL

90

■ PC WINDOWS
■ Strategy ■ Mindscape
■ £34.99 ■ Out Now
■ No other versions available
■ No other versions planned

metal marines

CVG HIT!

If the word 'strategy' sends you to sleep, worry not because the words 'Marines' and 'Metal' will wake you out of snoresville pronto.

I can't say I'm a big fan of hard core war games – let's face it, any game where you spend a weekend reading the manual is more like hard work than fun. Metal Marines, though, is a breath of fresh air. Yes, it's a strategy game and yes, it's about war, but don't let that put you off. Think Battleships (that old pen and paper game you used to play in the car on the way to your Aunt Florrie's) and you're half way there. It's a bit more complex, but you can pick it up and play it without touching a manual and it'll keep you going into the wee small hours.

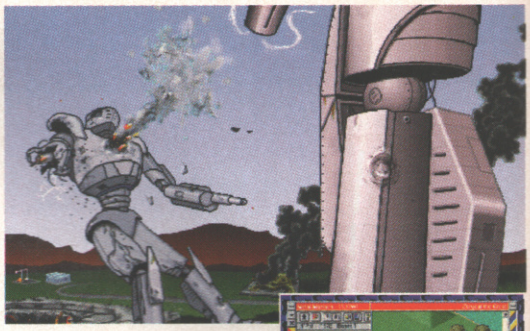
You start with an island, a base (or three, later on in the game) and some weapons, namely missiles and metal marines (big, transformer-type robots which do lots of damage). Unluckily for you, so does the enemy. This game runs under Windows, so your island appears in one window and the enemy's appears in the other. The idea, put simply, is to blow up his bases before he destroys yours. You have a small amount of cash which you can use to buy more weapons and defences such as gun pods (for dealing with enemy marines) and interceptor missiles (to, er, intercept enemy missiles).

To begin with, the enemy island appears blank, but as you send your missiles and marines over there with a simple click of the mouse, his installations become visible. The best strategy is to take them out with your missiles, before polishing off his bases with your marines, but since he's trying to do the same to you, you can't forget about defence. The computer opponents are tough enough, but for added challenge you can also play against a friend over a modem or serial link.

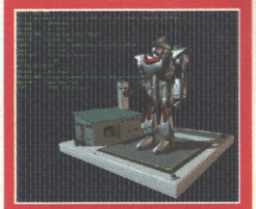
▲ *I'm making short work of Commander Joan Rile — her base (top right) is getting trashed by one of my marines.*

▲ *The first level is easy — you start with lots of defensive weapons and the enemy has hardly anything!*

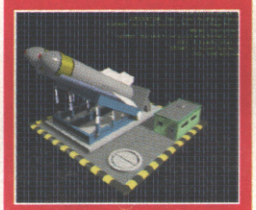
Oh dear. This is the losing screen, and you'll get to see this quite often later in the game. ▶



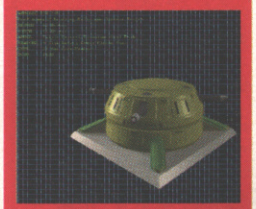
YOUR CREW



Metal marines are great for attacking, but are a good defence alternative to gun pods.



Missiles are your basic attack weapon, but also reveal enemy installations.



Gun pods protect against attacks, but they aren't much use against upgraded marines.

▲ *Zorgeuf the Great is the toughest enemy of all.*

▲ *Commander Garland is one of the easier opponents.*

VERDICT

PC WINDOWS

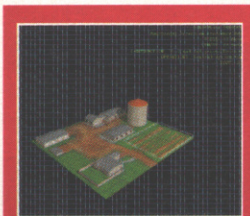
This game is very addictive. Although it sounds simple and isn't anything special to look at, it's one of those games that gets you hooked like nobody's business. The different computer opponents provide a real challenge, and occasionally you'll get stuck on one level which is frustrating. But even if you do manage to beat the computer, you can still play against your friends so the game has true long-term appeal. It's well presented, and comes on only two floppies. Never mind multimedia, Marines has real gameplay. Get it now.

CAL JONES

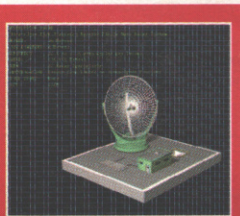
GRAPHICS	79
SOUND	80
PLAYABILITY	94
VALUE	92

OVERALL

90



You can defend your bases with camouflage. Enemy marines will ignore camouflaged bases. Only missiles can destroy the camouflaging.



Radars are pricey but improve your missiles' accuracy. It's a good idea to take out enemy radars as soon as you can so more of your missiles hit home.

Interceptors can be upgraded to a double version like this one. Useful for fending off enemy missiles, but are vulnerable to metal marines.

● GAME BY MINDSCAPE ● CONTACT MINDSCAPE (01444 264333) FOR INFORMATION

akira

■ CD32
■ Platform ■ Ice
■ £29.99 ■ Out Now
■ A500/600 versions available
■ No other versions planned

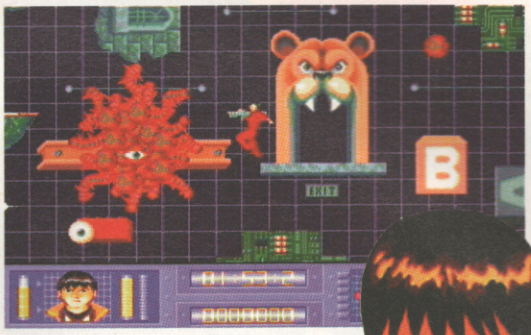
Imagine the world's a nice, fluffy place, where the days of huge film licences spawning pappy platform games has been banished forever. And then again...

It's nice to think that however bad a game gets, there's always an element, like the graphics for example, which can command a degree of respect.

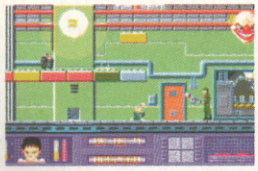
ICE's Akira deserves a small amount of credit too, only because it attempts to mix a number of game styles together to make one good one. Sadly, though, it fails in every way.

Let's imagine you've seen the film. Great, isn't it? Right, you'll be familiar with the bike-chasing scenes where Kaneda goes bonkers on the back of a motorcycle. In the game, this becomes a left-to-right scrolling 'devastated' road, with big red cones to collect for points, fuel to pick up, and policemen and huge holes in the road to avoid. A bit Fisher-Price, but pleasant.

There's also a scene where Tetsuo goes bonkers in a high-security mental institution. This translates to a crappy, pre-Harlequin (hell, pre-Manic Miner) platform section, with the naffest, most washed-out graphics ever. And the worst gameplay. And finally, there's a bit where Kaneda goes bonkers on a flying bike, trying to save his great mate Tet. However, in the game, this follows a theme similar to the ancient arcade game Scramble; slow, tedious, with ridiculous and badly designed levels. The other 'levels', and I use the term loosely, are those three themes repeated over. Even the attempt to throw in scrappy bits of badly digitised film footage, presumably as a cover-up measure, hasn't worked. No, no, no, ICE.



▲ *In the film, Tetsuo morphs into a planet-sized demigod, in the game, he's this turd-like thing.*



▲ *The art of ducking is enough to see the enemy soldiers off in the platform stages.*

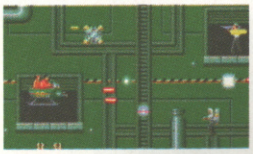
▲ *The car is the best bit about Akira; it is faithful to its film counterpart. Unlike everything else.*

ANIMATIONS 1, 2 & 3

These images, digitised directly from the film, show up between levels and, for eight seconds, at the start of the game. However, where ICE fell down was in apparently passing the images through a 'make great images appear awful' filter. Or so it seems, anyway.

▲ *This pseudo-perspective is a nice idea, but is pretty useless when faced with flat obstacles like this.*

Scramble returns, in the shape of the appalling Flying Bike levels. Dull, tedious and stupidly difficult. ▼



◀ *The 'devastated' road of the first level is a cunning labyrinth of huge holes.*

OTHER VERSIONS

The A5/600 version hasn't turned up, yet, but I'll stake my pants that it's exactly the same. But without the good bits.

ALTERNATIVE

CD32

■ Any game... EVER! No, really. Oh, all right then: if speed's your thing, then you might like to try Acid's superb Roadkill. Or, perhaps Psygnosis' Flink, for a halfway-decent platformer. But personally I'd consider cutting off my own legs as an 'alternative' to playing this drivel.

VERDICT

CD32

It's difficult to imagine how poor Akira is without seeing it first. Incredibly, the team responsible has turned each facet of the visually stunning film into a shoddy mish-mash of poorly thought out ideas. The film's high-speed, high-contrast images become pallid, washed-out pastel-coloured graphics; Mr Yamashiro's unusual and striking soundtrack translates to a stock piece of Amiga-generated music, completely lacking in atmosphere. And the gameplay; well, it's so poor it's laughable. I warn you now, stay away.

ANDY NUTTALL

■ GRAPHICS	10
■ SOUND	6
■ PLAYABILITY	2
■ VALUE	0

OVERALL ■ **6**

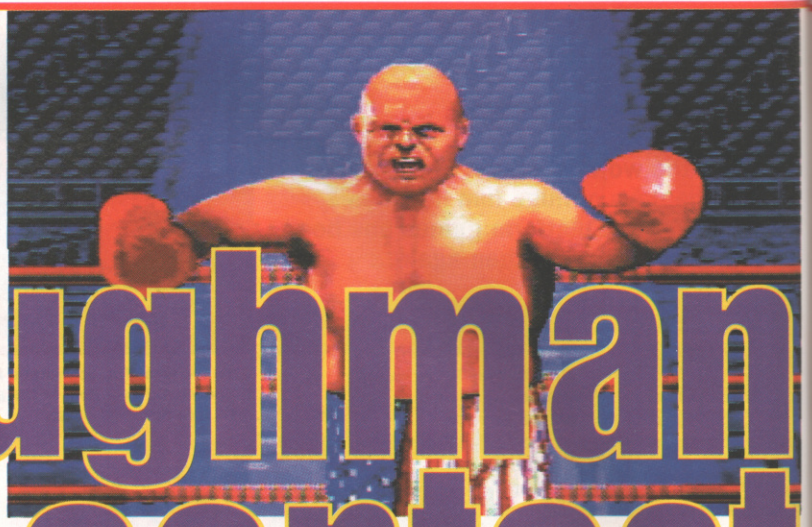
● GAME BY ICE ● CONTACT ICE (01453 756993) FOR INFORMATION

■ MEGA DRIVE

■ Beat-'em-up ■ Electronic Arts
■ £49.99 ■ Out Now
■ No other versions available
■ No other versions planned

Fat blokes in bad pants – it could be the WWF, or it could be a nearly successful boxing game...

toughman contest

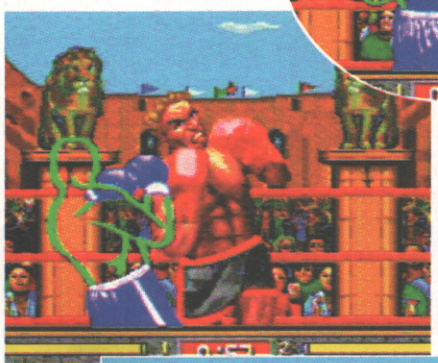


Toughman is an American TV show where all-comers get to take on rock-hard boxers in the square circle and get their head punched in. You're right, they're psychos. And, as the bloke who does movie trailers puts it – this is their story...

Put simply, the wannabe contestants leave their little desks at law firms and late-night kebab vending establishments, step into the ring with someone a lot fatter and, basically, harder than they are, then wonder why the next face they see answers to the name of 'matron'. Naturally the slaughter of brain cells at the large-gloved hands of a bloke called Knackers Headrush (or whatever boxers call themselves these days) isn't something that's easy to simulate, and to give EA its due it's almost succeeded.

They've got the graphics. They've got some fairly realistic moves. They've even got special attacks and nasty blue pants for some of the boxers – but it's too difficult! Pulling off particular combinations is made nearly impossible by the atrocious control system. It is truly turdulant. Although even if it wasn't a problem this, like so many boxing games before it, would only have a very limited lifespan.

▲ And Ready 'the kid' Break makes a stirling comeback.



◀ That's it, duck, weave and don't get punched and you won't get 'urt.

If ▶ white ment can't jump, the fat men can't fight, apart from George Forman.

SCUD MARKS

When it boils down to it, most people can't be bothered with this namby pamby ducking and weaving stuff – you just want to know the best way to delivering rief on his fat face. Well, here you go...

▲ Once you get the other bloke reeling, it's up to you as to what kind of blow you want to deliver. You don't get marks for style, but you do feel a whole lot better if you nearly take his head off.

▲ Jabbing is an all right way of weakening an opponent, but it doesn't look good. We all want to be both big and clever, and the way to do that is by using big and clever punches such as the hook.

● GAME BY EA/SOFTWARE CREATIONS ● CONTACT EA (01753 549442) FOR INFORMATION

NEW FACES?

Call us mad, sad or Eric, but we're certain a few of the boxers in the game are no strangers to us. See what you think...

It's Clark Gable, innit.

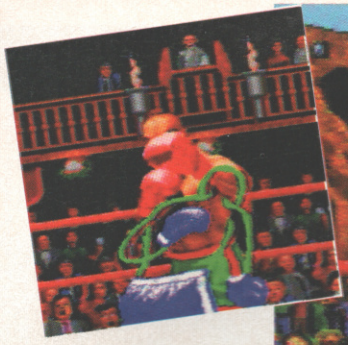
And this is Hawk from Spencer For Hire.

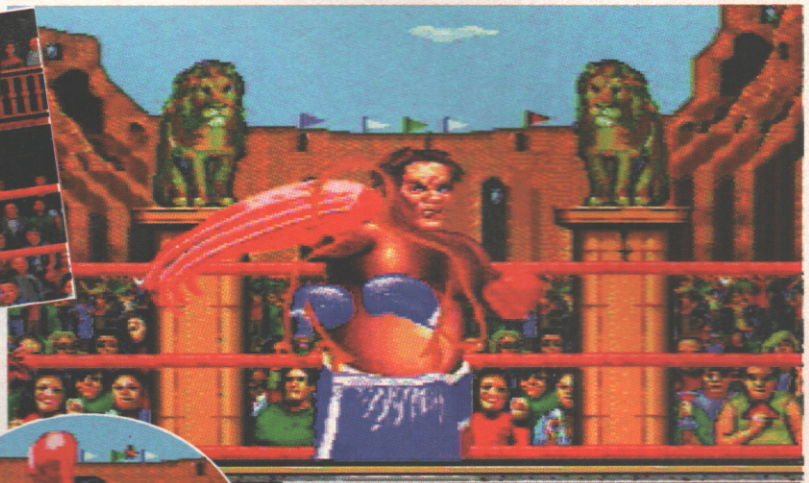
Definitely Kurt Corbain, wethinks.

How about 'fat' Merv Hughs the cricketer?

Or Ming The Merciles s, ruler of Mondo?

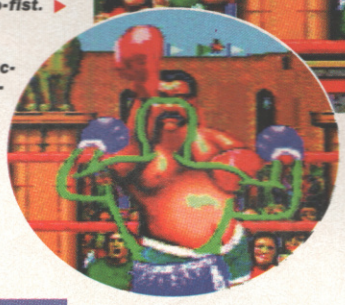
And this gun runs our local kebab shop.



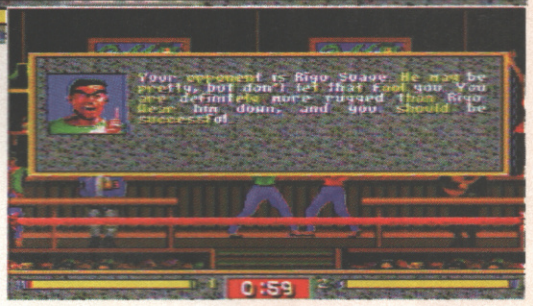


Go on Keef, chin him in the face with your magic extendo-fist. ▶

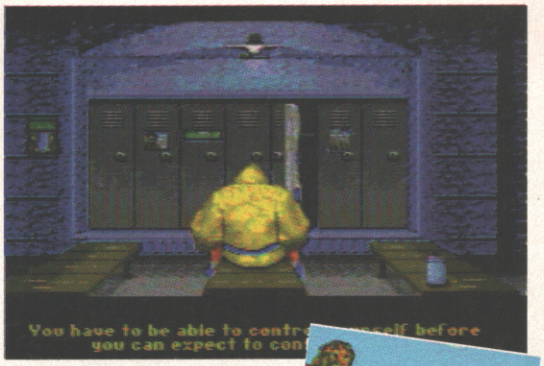
Saddam Hussein practices the right-handed salute of console magazine staff the world over. ▶



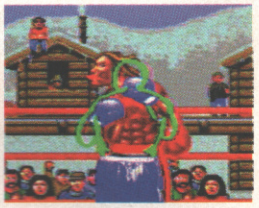
See her, she could have you she could. And your mum. ▼



Tips and tactics from the pros. Nobody ever tells you to just slap him, though. ▶



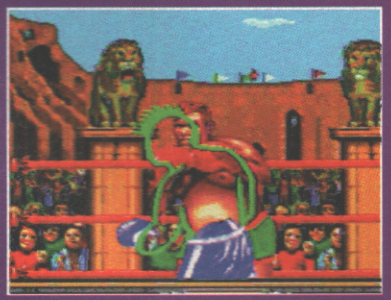
▲ *Aleee – my hair, it's, it's come alive!*



▲ *You'll be pickin' your teef offa da floor – goddit?*

▲ *Who's the loser in the yellow? That's you, that is.*

▲ *Now this is something you don't see much these days. A well-delivered uppercut will take the recipient off their feet and ensure little tilt signs will appear in their eye sockets before the end of the round.*



▲ *Still, there's something to be said about getting out of the way. You don't get hit for one. Anyway, if you're quick enough you won't have to worry. Except being quick enough is impossible with these controls.*

VERDICT

MEGA DRIVE

Down the years one problem programmers have encountered is they have loads of good ideas which the technology just can't handle. And here's one of them: large, attractive graphics which are just beyond the Mega Drive's capabilities, especially when it comes to making them move, which explains why the controls in Toughman are so sluggish and frustrating. It is this, and the fact that this is one of the toughest fighting games in any arena, which drags this game down a lot further than it really deserves to be.

MARK PATTERSON

GRAPHICS	80
SOUND	70
PLAYABILITY	66
VALUE	74

OVERALL

69

ALTERNATIVE

SNES

- Super Punchout
- Nintendo/£49.99

Better controls make this more playable than Toughman, but like every boxing game, it has little long-term appeal and lacks a two-player.

ISSUE 158: 79%

● TOUGHMAN COMES ON A 32-MEG CART, WHICH IS PRETTY BIG, SO A CONSOLATION PAT ON THE BACK TO EA FOR MAKING IT CHEAP

PC CD-ROM

Racing ■ Core Design
£34.99 ■ Out February
Mega-CD version available
No other versions planned

bc racers

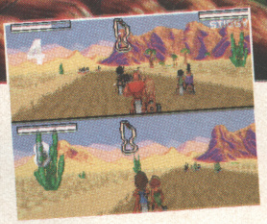
Blooming Heck! Blimmin' Cripes! Blinkin' Charlies it's those prehistoric namesakes the BC Racers.

Speed is not one of the words that springs to mind when you're racing round the tracks in BC Racers. But that's not really the effect Core's after in its latest foray into PCdom. This is not really your Ridge and Virtua Racers, but more your cutesy, fun, bash-your-fellow-racer-over-the-bonce-with-a-club sort of shenanigans. Much the sort of gameplay you'd find in Mario Kart and Street Racer from Nintendo and Ubi-Soft respectively.

Core hasn't gone out too far our of its way to change this from the Mega-CD original, although it is noticeably faster and smoother. Race round eight different tracks, and with some particularly lush backgrounds and well-scaled sprites it looks a treat. But apart from that it has the same difficulty settings and the standard viewpoints – right behind the racer, slightly further behind, and further and higher behind. It does, however, support the three PC control systems of joystick, mouse and keyboard so you don't have to rush out and by a gamepad. Of these the keyboard work's best as the racers are incredibly responsive – which is exactly what they should be. As for mouse-control, forget about it, it's just too darn difficult 'cos the game is nice and fast later on.

▲ Everyone's going for first place so use your club.

▲ The bridges are difficult to navigate over.



▲ There's no slow down in the two player mode.

▲ Now all I've got to do is catch up with the bleeder (or dino) who's first.

▲ Here are your BC Racers, though there's no clue as to what attributes they all have.

This track sees you rummaging around in the dark, with some lovely lightning and headlight FX. ▶

▲ The first few courses are simple enough as there aren't too many obstacles.

COME FLY WITH ME

The nice thing I find with computer games is when the unexpected happens, when you're driving along in your new racing game from Core Design and you miss the bridge and end up in the river a kind pterodactyl picks you up and flys further down the track plonking you down on dry land. Cute or what?

VERDICT

PC CD-ROM

The PC version of BC Racers is a lot better than the Mega-CD version, the backdrops look really excellent, the bikes handle well, and the two-player mode is pretty good. The problem is that the game doesn't have that 'play me again' element. The characters have a samey feel about them, and the drone oppenents seem to fade out of existence. The prehistoric theme is also a bit lame after we've had two summers of Jurassics and Flintstones. These moans aside, BC Racers fits into the not-bad-and-worth-a-blast category

GARY LORD

GRAPHICS	85
SOUND	78
PLAYABILITY	75
VALUE	85

OVERALL

80

ALTERNATIVE

SNES
StreetRacer
Ubi Soft/£44.99

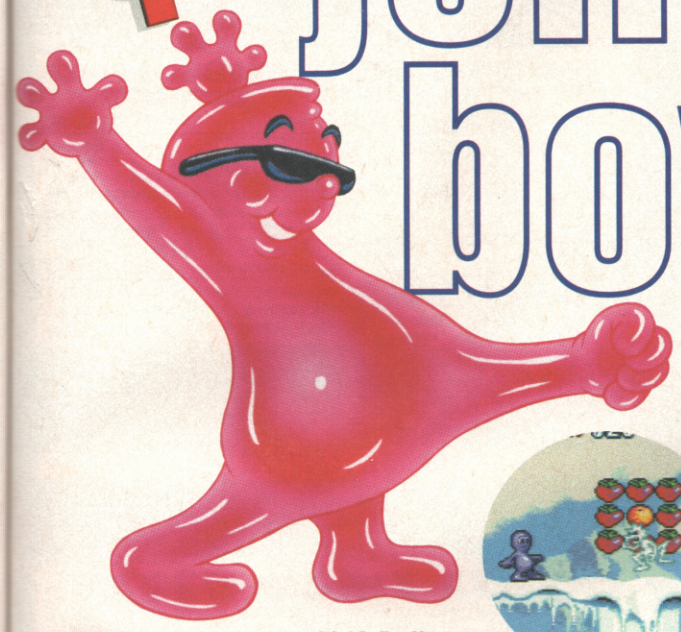
To enjoy this Mario Kart-style racer at its best get three mates round and plug in a multitap for some frantic racing. It's also coming to the Mega Drive very soon.

ISSUE 156: 94%

GAME BY CORE DESIGN ● CONTACT CORE DESIGN (0332 297797) FOR INFORMATION

■ MEGA DRIVE
■ Platform ■ Ocean
■ £39.99 ■ Out Now
■ SNES version also available
■ Game Boy version planned

jelly boy



Ever heard of Malteser Girl? Dolly Mixture Man or Twist Cough Candy Woman? No, neither have I but here's a boy you will have...

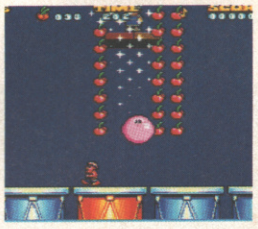
A great, big steaming lump of jelly may seem a rather bizarre gaming hero – especially one whose party trick is producing a mighty fist from his nether regions to knock anyone in range for six – but it certainly works for this game.

Jelly Boy's a platform jaunt which has our wobbly hero bounding around six massive and varied worlds – all of which contain several different levels – in all his naked glory. The main aim of the game is – unsurprisingly – to reach the end of each level without being blitzed by the army of baddies which accost you on the way, and without exceeding the tough time limit. To complete the game properly though, you have to collect a piece of jigsaw from each level – which is usually secreted in the most inaccessible places.

You're faced with masses of obstacles and puzzling situations which can only be overcome by finding one of the special icons and transforming yourself into another shape. For example, if you're faced with a brick wall, turn into a battering ram and bash your way through; if the impending fall looks too risky, change into a brolly so you can float down, or if you need a bit of extra lift, mould your shape into a pogo stick. Just remember: bash all comers, watch out for the bonus rooms and gather as much fruit as you can for extra lives, extended time or invisibility.

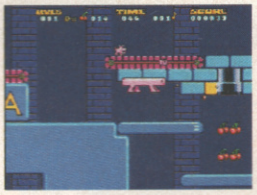
I can sing a rainbow sing a rainbow toooo... Just a shame it's the last thing I'm ever going to sing really, since I'm in the process of falling to my death. Aaaaarghh!

I don't know why Jelly Boy is looking so miserable – turning into a pop bottle was really an inspired idea since his fizz spurted out and wasted all the approaching enemy.



Bounce, bounce and bounce again – lemons and oranges extend your time limit

To complete the game properly, Jelly Boy has to collect a piece of jigsaw from every level which are usually concealed in the most obscure and inaccessible places.



The battering rams are great, putting pay to any impudent wall which tries to stop you in your tracks.

ALTERNATIVE

SNES
■ Donkey Kong
■ Nintendo/£59.99
If you had to buy a SNES platform game last year then this is the game you probably bought. Stunning graphics and it's a huge game to boot.

■ ISSUE 157: 90%

VERDICT

MEGA DRIVE

I first saw Jelly Boy in development at Probe HQ more than three years ago. It's a shame it wasn't released then because it would have been revolutionary. Don't get me wrong, it's still a good game, but now a million and one other platform games have hit the Mega Drive, it's lost the edge a bit. Graphically and animation-wise it's a winner. It's also a big, varied and very tough game, with lots of secondary aims apart from the obvious of getting to the end of each level. All in all a winner wich wouldn't go amiss in anyone's collection.

LUCY HICKMAN

■ GRAPHICS	88
■ SOUND	86
■ PLAYABILITY	88
■ VALUE	89

OVERALL ■ **90**

● GAME BY OCEAN ● CONTACT OCEAN (0161-832 6633) FOR INFORMATION

LOCAL BUYERS GUIDE

BERKSHIRE

Do you own an Atari Jaguar or Lynx

Then you should read Atari Entertainment.

Issue 4 Includes reviews of Iron Soldier, Sensible Soccer and many other new Jaguar games.
We also have previews of upcoming games including Fight For Life.

To Subscribe please send £10 for Six issues to:

Atari Entertainment
P.O. Box 7, Riseley, Reading.
For inquiries phone (01734) 885176

We are the Only Magazine for the Jaguar and Lynx

WEST MIDLANDS

GAMES FX

45 - 47 HIGH ST, BLOXWICH, WALSALL
(0922) 473 512 10.00 am - 8.00 pm

LATEST TITLES AVAILABLE — SECOND HAND GAMES AVAILABLE

SNES		MEGADRIVE	
Pitfall	£29.99	Bubsy II	£24.99
Mickey Mania	£29.99	Dragon	£29.99
Vortex	£29.99	Eternal Champs	£24.99
Double D Vs Battletoad	£24.99	Global Gladiators	£14.99
Return of Jedi	£44.99	Lotus Challenge	£14.99
Battletank II	£24.99	FIFA '95	£39.99
Turn'n'Burn	£24.99	Radical Rex	£24.99
Claymates	£29.99	Second Samurai	£24.99
Sensible Soccer	£24.99	Yogi Bear	£29.99
Soccer Kid	£24.99	Combat Cars	£14.99
World Cup Striker	£29.99	Skitchin	£14.99
Chopliffer III	£24.99	Sonic Spinball	£24.99
D.K. Country	£54.99	Jimmy White's Snooker	£29.99

3DO	
Super SF II Turbo	£54.99
Road Rash	£39.99
Need 4 Speed	£39.99
Samurai Showdown	£39.99
OTHER USED AVAILABLE	
SNES Joypads	£12.99
MD Joypads (6 button)	£12.99

SNES + GAME £55.00
MEGADRIVE + GAME £55.00
MAIL ORDER AVAILABLE

3DO SYSTEM + GAME £394.99

USED SNES GAMES FROM £10.00 U.K. & U.S.
USED MEGADRIVE GAMES FROM £10.00

COMING SOON WHEN RELEASED ON ENGLISH FORMAT:
SEGA SATURN
SONY PLAYSTATION
ULTRA 64
NINTENDO VR32

SEGA 32X NEW! £169.00

GAMES THAT ARE NOT LISTED ON THIS AD, MAY BE IN STOCK. PLEASE RING FOR DETAILS

ESSEX

HUNTER CITY Co.

For a full free catalogue of products including Anime, Music CDs, Models and Video Games, send a Self Addressed Envelope to:
HUNTER CITY, The Seedbed Centre, Langston Road, Laughton, Essex, IG10 3TQ
TELEPHONE: 0973 336674 or TEL: 0181 508 1328

SEGA SATURN
Joypads Scart Leads SVHS Lead
Daytona USA Panzer Dragoon
Cotton 2 Shinobi EX

SONY PLAYSTATION
Memory Card Joypads Leads
Tekken Boxers Road Rayman
Zeltgeist Metal Jacket

Sega Saturn with game, 2 pads, Scart lead and UK PSU
Sony P SX with game, 2 pads, Scart lead and UK PSU
£CALL

MAIL ORDER ADDRESS:
HUNTER CITY (UK)
SEEDBED CENTRE,
LANGSTON ROAD,
LAUGHTON, ESSEX,
IG10 3TQ.
TEL: 0973 336674
0181 508 1328
HUNTER CITY CO.
28 HA PAK NGAU SHEK,
2ND FLOOR, LAM TSUEN,
TAL PO, N.T. HONG KONG
TEL: HK (852) 290846059
FAX: HK (852) 26506519

MAIL ORDER

TO ADVERTISE IN THIS SPACE CALL

0171 713 5289

OR FAX YOUR ORDER ON

0171 713 1975

ESSEX

Games U.S.A.

SEGA-NINTENDO-JAGUAR-3DO-CD-i
TELEPHONE: 0708 473 113

HARDWARE:		3DO:		3DO:	
ATARI JAGUAR + 6 GAMES (s/h)	£249.99	ALONE IN THE DARK	£39.99	FLASHBACK U.S.	£55.99
3DO CONSOLE + ONE GAME	£398.99	ANOTHER WORLD	£TBA	GAME GUN U.S.	£CALL
3DO CONSOLE + THEME PARK	£435.99	DEMOLITION MAN	£39.99	SNES JOYPAD ADAPTOR	£CALL
3DO CONSOLE + SSF II	£439.99	ESCAPE MONSTER	£30.99	WIRELESS CONTROLLERS	£CALL
GAMEBOY (s/h) + MKII (NEW)	£44.99	NEED FOR SPEED	£44.99	STARBLADE U.S.	£55.99
GAME GEAR (s/h) + MKII (NEW)	£59.99	NIGHT TRAP	£30.99	NOVASTORM U.S.	£55.99

SOFTWARE PRICES & RELEASE DATES ARE SUBJECT TO CHANGE
GAMES USA, 143 HIGH STREET, HORNCHURCH, ESSEX, RM11 3YD

LOCAL BUYERS GUIDE

HERTFORDSHIRE

NO MEMBERSHIP FEES ON OUR MAIL ORDER

CORNER STONE GAMES

Unit 3 • Duckling Lane • Sawbridgeworth • Herts CM21 9QA
Tel: 01279 721 821
Out of hours: 01279 726 097
Open Mon-Sat / 10.00 am - 6.00 pm

All systems on display

Panasonic 3DO UK & Imports + software
Neo Geo Systems + software
Jaguar Systems + software
SNES & Mega Drive &
CD systems + software

On Panasonic 3DO & CD Rom Software we operate a club. Purchase any six games for our usual discount prices and get the 7th at 1/2 price.Budget titles available every month
Second Hand SNES systems + games from £50

LARGE STOCK OF SECOND-HAND HARDWARE + SOFTWARE
HEAVY DISCOUNTS ON ALL OUR HARDWARE & SOFTWARE GAME PRICES START FROM £6

SCOTLAND

SAFE SERVICE

Sick of waiting weeks for your games to arrive?
We will have your game on your doorstep within 3 days of receipt or order.

BUY & SELL SEGA & NINTENDO

Monday 12-8
Tuesday 12-8
Wednesday 12-6
Thursday 12-8
Friday 12-8
Saturday 10-6
Sunday 12-4

Business hours 0463 221173
Other times 03744 95958

Console Exchange
25 Greig Street
Inverness
IV3 5PX
0463 221173

DORSET

VIDEO GAME CENTRE

WE STOCK 3DO, PLAYSTATION. SATURN, MEGA 32X, NEO GEO (CD), MEGADRIVE, MEGA CD, SUPER NES, TURBOGRAFX, P.C. ENGINE, GAMEBOY, JAGUAR, LYNX

3DO NEW RELEASES		PLAYSTATION		SATURN	
RETURN FIRE	£54.99	TOSHINDEN	£89.99	VICTORY GOAL	£79.99
THEME PARK	£39.99	CYBER SLED	£89.99	CLOCKWORK KNIGHT	£69.99
QUARANTINE	£44.99	RAIDEN PROJECT	£89.99	PEBBLE BEACH GOLF	CALL
STARBLADE	£54.99	MOTOR TOON S.P.	£79.99	JOYPADS	CALL
SEAL OF PHAROAH	£49.99	MEMORY CARD	£34.99	**MEGA 32X**	
ROCK N' ROLL RACING	CALL	SONY JOYPAD	£54.99	METAL HEAD	£54.99
MEGADRIVE		**SUPER NES**		AFTERBURNER	£44.99
STORY OF THOR	£49.99	INT. SUPERSTAR SOCCER	£49.99	SUPER MOTOCROSS	£54.99
SOLEIL	£49.99	MEGAMAN X2	£59.99	36 HOLES GOLF	£54.99
DYNAMITE HEADDY	£34.99	FINAL FANTASY III	£69.99	**MEGA CD**	
CANNON FODDER	£39.99	BREATH OF FIRE	£49.99	LINKS GOLF	£59.99
URBAN STRIKE	£39.99	ILLUSION OF GAIA	£59.99	POPFUL MAIL	£49.99
MICKEY MANIA	£34.99	MICKEY MANIA	£34.99		

PLEASE PHONE FOR OTHER TITLES OLD & NEW RELEASES
1ST CLASS POST-FREE! 888 WIMBORNE ROAD BOURNEMOUTH BH9 2DR
TEL/FAX: (0202) 527314

MILTON KEYNES

MAD CONSOLES
IMPORTERS FROM THE FAR EAST

NEXT DAY DELIVERY GUARANTEED

SEGA SATURN
1 JOYPAD
110V TRANSFORMER
SCART LEAD
1 GAME
ONLY £499

SONY PLAYSTATION
1 JOYPAD
110V TRANSFORMER
RIDGE RACER
£599

U.S.A. GOLDSTAR OR PANASONIC 3DO
110V STEP DOWN TRANSFORMER 3 GAMES OF YOUR CHOICE
ONLY **£399**

RETURN FIRE, MAD DOG II, CRIME PATROL, THEME PARK, SLAYER SUPREME WARRIOR, REBEL ASSAULT, SEX, SHOCKWAVE, SSFIIX, ROAD RASH, MEGARACE, STARBLADE, SAMURAI SHODOWN, DEMOLITION MAN,FIFA SOCCER, VIRTUAL STADIUM, NEED FOR SPEED, OVERDRIVING, COWBOY CASINO, JOHNNY ROCK & MORE.

GOLDSTAR 3DO JOYPAD £30
3DO SCART BOX £55
DX32 S.W.C. £CALL FOR DETAILS

TEL: 0908 640162
FAX: 0908 379049
TEL: 0850 994372

PLEASE MAKE CHEQUES PAYABLE TO WILD CONSOLES

STAFFORDSHIRE

Colin Dimond Consoles

The man who put the "concept" into consoles.
15 Years Gaming Experience & Knowledge

16, The iron Market, Newcastle, Staffs ST5 1RF

PLEASE NOTE WE ARE ALSO A SHOP AND YOU CAN SEE ALL THESE FUTURE CONSOLES RUNNING NOW

SONY PLAYSTATION
Kileak The Blood
Boxers Road
Philosoma
Toshinden
Tekken
Starblade
Darkstalkers
Metal Jacket

SEGA SATURN
Daytona USA
Shinobi X
Panzer Dragon
Virtua Hydlide
Deadalus
Astal
Victory Goal
Arc the Lad

NEO GEO CD
Viewpoint
Zed Blade
Fight Fever
Samurai Shodown
Panic Bomber
Street Hoop
King of Fighters
Aggressers of Dark Kombat

ATARI JAGUAR
Rayman
Cannon Fodder
Ultra Vortex

3DO PANASONIC GOLDSTAR
Gex
Quarantine
Striker

VARIOUS
PC/FX NEC console
Battleheat
Team Innocent
PC Engine 250 Titles

PLEASE CALL 0782 717783

EAST SUSSEX

GAMES WORLD
0585 936640

SEGA AND NINTENDO GAMES
AVAILABLE AT DISCOUNT PRICES

GAMES BOUGHT & SOLD FOR ALL SEGA AND NINTENDO FORMATS
(NO AMERICAN OR JAP GAMES)

GAMES SOLD NEW AND SECOND HAND
SUBJECT TO AVAILABILITY

FOR FULL PRICE LIST PHONE OR WRITE TO:
GAMES WORLD
18 DANE ROAD, SEAFORD
EAST SUSSEX BN25 1LL

■ 3DO
■ Shoot-'em-up ■ Panasonic
■ £44.99
■ Out Now
■ PlayStation version also available
■ No other versions planned

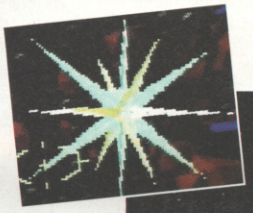
starblade

Is an out-and-out arcade, sci-fi explosion-packing blast just what the 3DO's CD drawer is itching for? Well let's hope so because Starblade's laser-pumping Geo Sword squadron has got its Star Wars impersonation off to a 'T'. Is the force with it or not...

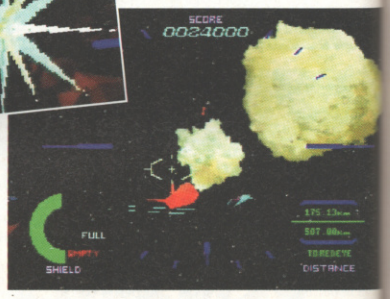
The rebel forces are preparing to attack the Deathstar, C3PO is having one of his heads, R2 is bleeping and blurping all over the shop and Master Luke is... sorry wrong space saga. This is the one that started in the arcades of yesteryear... 1991. And popular it was. Yyou could be very easily forgiven for thinking that this was Star Wars, since you have to destroy Planet Red Eye, which doesn't look dissimilar to the Deathstar. At certain points Starblade is even more derivative when Tie Fighter-type craft whizz all over the screen trying to fry your ass.

Starblade is not only reminiscent of Star Wars per se, but many of those old-fashioned early-eighties straight-forward shoot-'em-ups where firing blinding is almost as good as trying to apply tactics to the proceedings.. You're supposed to be aided and abetted by some bloke blahring on in your shell-like, telling you things like 'You kill the ones on the port and I'll take the ones on the starboard', (port means left by the way). The problem is that these instructions seem to make not a blind bit of difference in your quest to save whatever it is you're meant to be saving. Of course, that migh have something to do with some of the graphics being streamed straight off of the CD..

▲ This is the Planet Red Eye, and I bet you can't guess how it got its name.



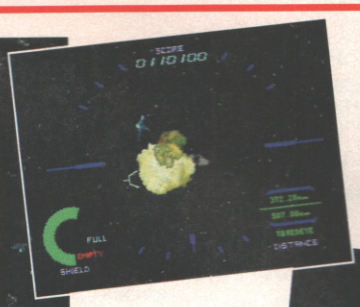
You won't be glad to hear those standard 3DO explosions are in full effect in Starblade. ▼



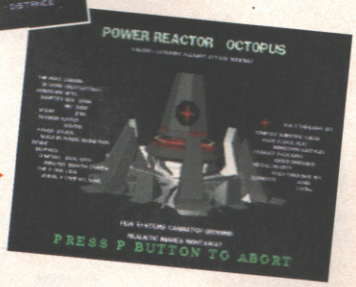
▲ Don't hit this, it's Kal El's spacship from Superman the Movie.

▲ See that blue laser-like line, that's your weapon that is. Your only weapon in fact.

● GAME BY NAMCO ● CONTACT PANASONIC (01344 862444) FOR INFORMATION



◀ *I think you can safely call this one a 'hit'.*

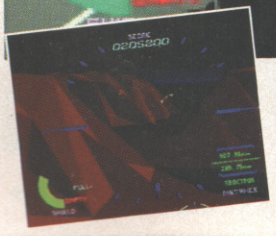


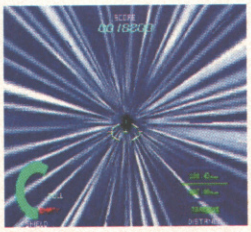
This Octopus reactor has some tough defences to get past. ▶

IMAGINE THIS, ONLY BIGGER...

But big doesn't usually mean better, for example you don't want a great hefty great Walkman in your pocket, do you, or a hifi that takes up half your bedroom. So case in point that big doesn't necessarily mean better. In the case of Starblade though, it does because in the arcades when you had six of you playing on six different screens it was better. No really, it was.

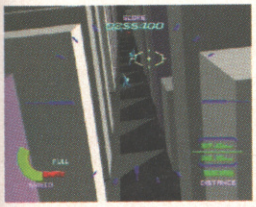
▲ *The Mother Ship fires these four asteroids at you, so you've got to be quick.*





▲ *This takes me back, to 5.30 Saturday afternoons and the Dr Who credits.*

▲ *All great gamesplayers like the high score table. Shame it's not a great game.*



▲ *These grey sombre buildings sum up this fly-through section, actually.*

▲ *Starblade has lots of bits that are ripped from other sci fi sagas. This looks reminscent of Buck Rogers' launch pad.*

VERDICT

3DO

3DO programmers I assume have a 3DO programming kit dispensed by Trip hawkins Inc, as each 3DO game seems to have the same standard explosion. They're not so impressive this around though. The game doesn't have the wow factor it had in the arcades where a whole gang of you took control of a whole squadron of Geo Swords. As such the gameplay becomes tiresome without the notoriety of a licence like Star Wars and the visuals aren't anything new these days. This game just doesn't cut it I'm afraid.

GARY LORD

GRAPHICS	75
SOUND	85
PLAYABILITY	65
VALUE	42

OVERALL

60

ALTERNATIVE

PC

Rebel Assault

US Gold/£49.99

Full to the brim with FMV Star Wars excerpts and various shoot-'em-up and fly-'em-up sections. It was a ground breaking CD game when it was first released. It's a bit dated now.

ISSUE 146: 93%

■ 3DO

■ Shoot-'em-up ■ Panasonic
■ £44.99 ■ Out Now
■ No other versions available
■ No other versions planned

It's a 3DO, right? So you'd expect 3D that'd make you go 'oh!'. Yeah, right...

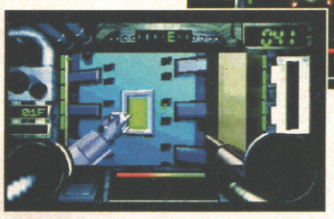
iron angel of the apocalypse

Now remember kids, never, ever mess with nasty giant robots with long names. Even if they claim to have a stash of exceedingly cute puppies stored at Uncle Alfie's. No, they are most likely to shoot you, then stamp on your still-warm corpse. Or worse still, force you to buy a game about them.

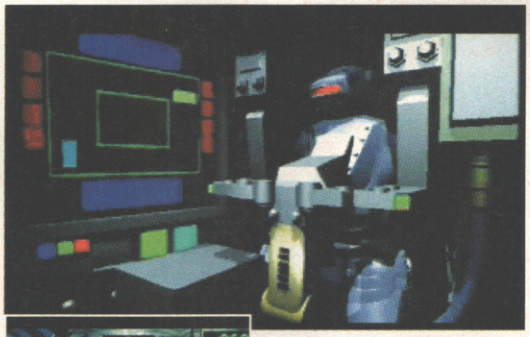
It never ceases to amaze us when we try to think what was going through the programmers' heads when they complete a thing like this. Surely they can't be pleased with it? If we did that then we'd be doing the publishing equivalent of wiping our backsides on a bit of paper and then charging a fiver for it. Whatever the case is, this 3D blaster is dead poor. It's not only the appalling 3D engine which causes the trouble, but the horrendous gameplay. All you're asked to do is wander around trying to find the right lift to take you to the next floor. And as each floor is populated by around half a dozen robots, you're on your own most of the time. This certainly isn't how we expected this game to turn out.

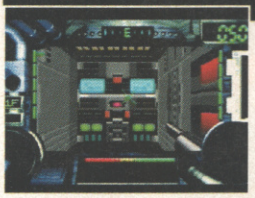
There, got through the whole thing without mentioning Doom once.

Aiee! Davros! We must destroy, destroy.

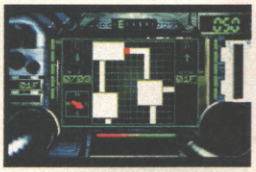


You'd have thought mad old Doctor Diable would have made a better set of arms.





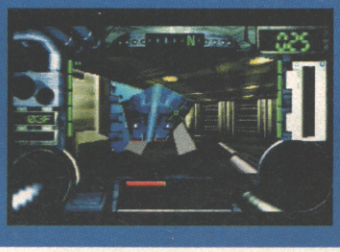
Lose those flabby bits with new gut-gone – the latest invention from Rontel.

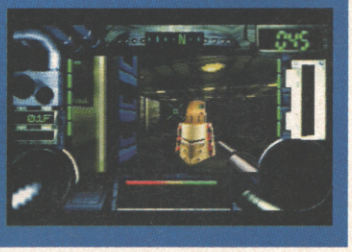


Cool, an integrated midi hi-fi with real pizza dispenser and save game option.

I AM TRONK-9

The robots in Iron Angel aren't exactly imaginative. Take these blokes, for example, one of them looks the way Davros would have looked if he'd run out of Dalek parts and had to build his wheely bit out of Lego.





VERDICT

3DO

I didn't see the beta version of this and only had Rad's preview to go on, and from that I thought it sounded quite good. Since then I have experienced the bitter taste of disappointment while Rad has experienced the bloody taste of my fist. 'This', to quote Beavis, 'sucks'. It's slow, unimaginative, unplayable and, in a nutshell, a bag of crappy old pants. If you're after a 3D exploro-blast, go for SSI's Slayer, it's not fantastic but a ringworm hamburger is preferable to a couple of hours sat in front of a 3DO playing this.

MARK PATTERSON

GRAPHICS	45
SOUND	60
PLAYABILITY	32
VALUE	27

OVERALL

29

● GAME BY SYNERGY ● CONTACT 3DO (0181-541 4082) FOR INFORMATION

GAME GEAR
Driving Sega
£24.99 Out April
No other versions available
No other versions planned

sonic drift 2

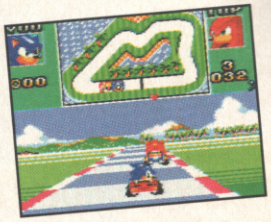
They scrapped the original, so is it second time lucky for Sonic and pals?

You wouldn't have seen the first Sonic Drift in this country because even Sega realised it was just too darn crap to be worth releasing. And a good thing too, if they had chances are nobody would believe us when we said that this is actually a very good game.

It may sound strange but Sonic Drift 2, despite being on a handheld, is probably the closest thing to Mario Kart on any system. This is mainly down to the fast scrolling and fluid gameplay which is normally missing from this kind of game. On top of this are all the features you'd expect – multiple courses, different cup competitions, plenty of characters to choose from and enough bonuses and special features to distract you from the real business of racing.

If you pick a fast character they will slide all over the place while the fat slow ones stick to the road like a run-over rabbit. Each character has its own special move, from Sonic's turbo boost to Robotnik's unsporting mine-laying activities. Using one costs two rings, although plenty of extra ones are scattered around the track waiting to be collected. Dirty tricks, eh? Dontcha just love 'em?

▲ *Oh no, an ice level. Thank God there isn't a mine cart one.*



▲ *Use your turbo Sonic, that'll scupper Knuckles.*

▲ *The nearest thing to Mario Kart you can get.*

▲ *The track guide at the top is well visible.*

CVG HIT!

VERDICT

GAME GEAR

The difference between this and the first Sonic Drift is like the difference between a pint of Guiness and one of diarrhoea – although that does usually depend on what pub you're in. Whatever way you look at this, Sega will be hard-pressed to produce a better handheld game all year. All the right things are in here and with the two-player link up feature, you couldn't ask for more (apart from free Guiness vouchers).

MARK PATTERSON

GRAPHICS	90
SOUND	83
PLAYABILITY	92
VALUE	89

OVERALL

91

Dumb happens.

JIM CARREY JEFF DANIELS

©MCMXCIV New Line Productions, Inc. All Rights Reserved.

FOR HARRY AND LLOYD EVERY DAY IS A NO-BRAINER.

FIRST INDEPENDENT
A FIRST INDEPENDENT FILMS LTD. RELEASE

GET 'DUMBER' – AT A CINEMA NEAR YOU FROM APRIL 7TH

So you want a new games machine?

Before the next generation of consoles arrive from the Land of the Rising Sun, why not consider the other option: a PC. Not only can you play some of the best new games, but a whole host of other options are at your finger tips...

As a games machine the PC has really come into its own in the past six months. Sure, games like FIFA on 3DO or Ridge Racer on the PlayStation look impressive – but the problem with any console is that they tend to stick to what they're good at. That's fine if all you want is action games. But if your tastes vary, and you want to keep up with the latest software, a PC is definitely the smart move because it has the capability to adapt to new styles of game and changes in technology.

Just look at the ground breaking stuff that's coming out on the PC first (now that games developers are really starting to make use of the power and flexibility of the PC) like Wing Commander 3 and Doom, or the the forthcoming 11th Hour and Phantasmagoria shockers. The price of PC games is far lower and the sheer number of releases every month is vast.

How much you want to spend on a PC depends on how far you want to go. You can get up and running for less than £1,000 with no trouble, and you can keep adding flash new extras and upping the power of the system for as long as you've got the dosh.

For the sake of argument, let's imagine we've just one the lottery. What would you need to put together the ultimate games-playing PC if money was no object?

Well, you're going to start with a mother of a basic system...

Powerwise, it's got to be driven by the latest 64-bit, 100MHz, Pentium chip. Some PC games are already 'Pentium only' or 'Pentium optimised', like US Navy Fighters and Wing Commander 3. A real flier from the

● CONTACTS: CREATIVE LABS 01734 344322; ESCOM 01294 222600; QUICKSHOT 0181-365 1993; BLUEPOINT 01908 277007; ROLAND 01252 816181; HAYES 01252 775555; SONY 01932 816615: NEC 0181-993 8111

likes of Carrera or Compaq will set you back about £2,300. Ouch!

You'll probably want to make some tweaks even then: upping the RAM to 32Mb will really kick games into life, and a big hard disk is always an essential (let's say the 720Mb Quantum drive at £189). And a 64-bit video card like the Diamond Stealth 64 (£389) will make things fly faster than a speeding bullet.

Last, but by no means least, you'll need a decent monitor. Let's skip the standard SVGA, 14-inch PC job: if you want the ultimate in visuals for your games then it has to be a huge, 21-inch Sony monitor (£1,599). So for around £5,000 we've got the basics just about right, now for the essentials check out the different boxes on what peripherals you're gonna need...

WHERE DO YOU STOP?

The best thing about a PC is that you can just keep on adding whatever takes your fancy — provided your wallet will stand the wear and tear. You could add a modem like the ultra-fast Hayes 28.8 Accura (£289) so you can indulge in a bit of Net surfing through cyberspace or dive into multiplayer games over the phone lines.

Then there are MPEG cards such as the first rate Ace Coin MovieMaster 24 (£349) for playing full motion video games and movies on your PC (like a Digital Video card for CD-i, for example).

The list of possible add-ons and desirable gadgets for the PC is endless. How about a TV card like Haupennage's WinTV system (£212). Let's get really pointless and throw in the Zye Radio FX (£49) (a 16-band AM/FM programmable radio for your PC), or a graphic equalizer like the Platinum Pro from BitPower (£85). Perhaps a virtual reality headset like the Forte VFX1 (£700) or the CyberMax (£499) since a number of PC games like Flight Unlimited or SuperKarts already have built-in VR modes.

Joysticks

Although there is plenty of straightforward arcade stuff, the biggest PC games are often very complicated (particularly the flight sims) and they need something sophisticated to control the action.

There are a mass of different methods, from simple digital sticks through to cordless mice, gamepads (essential for beat-'em-ups – there's no way you'll ever hit the special moves using a PC keyboard), footpedals, flight yokes and multi-button analogue joysticks like Gravis' bizarre but extremely effective Phoenix or the Thrustmaster F16 FLCS.

The Thrustmaster is a monster of a flight sim joystick with buttons for everything, and there's always the option of adding the Thrustmaster Weapons Control System, too. With those two on tap, you've no excuse for getting shot down ever again.

CD-ROM

You can't be without a CD-ROM if you expect to play the best PC games, and the drives just keep getting faster. This is where the PC has a huge advantage over fixed CD systems like 3DO or the Saturn — PC drives are not only two steps ahead of the competition in terms of performance, they're also cheaper.

When a new drive becomes available you just fork out the dosh and drop it into your PC.

The state-of-the-art in CD-ROM drives is Plextor's new six-speed CD-ROM drive, new out this month. Quite simply, it's the fastest off the blocks, and it's compatible with Video CD.

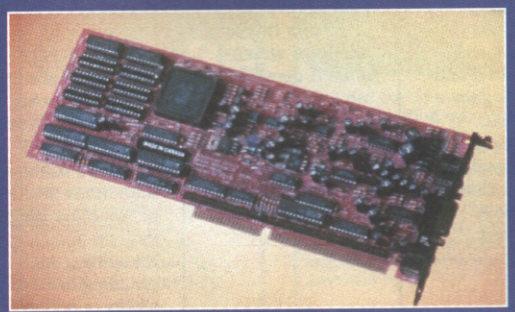
Sound cards and speakers

Unlike most game formats, a new-born PC will usually arrive on your doorstep lacking any sort of sound capability. That's why you need to add an internal card, ranging in price from £40 to £400.

How much you spend on a sound card depends on how fussy you are about sound quality. If you want to go the whole hog, there are cards out there that will give you directional 3D sound, Q Sound, Dolby ProLogic, MIDI compatibility, Chorus and Reverb, you name it, all at the same quality as an audio CD or DAT player.

For our hypothetical 'ultimate games PC' the obvious choice would be the Creative Labs AWE32 (£199)

As for speakers, well, to be honest most dedicated PC speakers are not worth the plastic they're made out of and you're far better jacking the whole thing through your hi-fi system. But if you are after decent, standalone speakers then the Aiwa TS-D20s (£129) make an impressive racket. And if you really want to throw money around, you've got to go for the Roland MA-20s (at a whopping £199) which will blast out an entire neighbourhood with beautiful, throbbing bass.



The ingredients for an 'ultimate games PC'...

32Mb RAM
728Mb hard disk
64-bit PCI Diamond Stealth graphics
Plextor Six-speed CD-ROM drive
Creative Labs AWE32 sound card
Hayes Accura 28.8 modem
Thrustmaster F16 FLCS analogue joystick, Gravis Gamepad
Forte VFX1 headset
MovieMaster 24 digital video card
Roland MA-20 speakers
100MHz Pentium processor

● CONTACTS: BEATMARK 0161-877 4806; OLIVETTI 0181-242 4166; MJN 01282 777555
PLEXTOR 001408 980 1838

How much were you thinking of spending sir?

	THE PC	CD-ROM DRIVE	SOUND CARD	JOYSTICK	SPEAKERS
Under £800 OK, so cash is tight. Somehow you've managed to beg, borrow or steal about 800 big ones. Can you get a decent system for that? Yes. Just make sure you put the bulk of your money into a quality, expandable basic machine. You can add the luxuries later.	■ Mint DX2/66 ■ £499 No frills PCs don't come much cheaper than this. It does the job in the processor department, but you will need to do something about the weedy RAM and hard disk capabilities because they're enough for todays games.	■ Bluepoint ICD-310 ■ £99 Cheap, cheerful and as capable as any other double speed drive. It's dead easy to set up, so why pay more? Many double-speed drives are manufactured with the same components so have similar data transfer rates.	■ Sound Blaster Pro ■ £49 OK, so it's only 8-bit FM, but it's the only one you can be sure will work with every game. More than adequate. Sampled speech does get fuzzed though, so if you can afford the next one up, go for it.	■ Quickshot Super Warrior ■ £19.99 Mostly a flight sim stick, but the Warrior can double up as a good general purpose joystick if you have to. It's also very reliable, which is something rare in this price range.	■ Cheap 'n' nasty ■ £5.99 Any pair of cheap speakers from Tandy will do to start with. Or better still, hook the whole thing up through your hi-fi. Otherwise you'll probably be better off with a pair of decent headphones.
Under £1,000 This is commonly called the 'entry level' price for a PC. In other words, for near £1,000 you should get a decent brand name PC with a good specification, and expect it to last more than a few weeks without dying on you.	■ MJN DX2/66 ■ £799 The MJN is a well made PC inside and out, and is a nippy games performer thanks to an excellent basic specification, with a good hard disk and enough RAM to get you started.	■ Bluepoint ICD-310 ■ £95 As mentioned before, cheap, cheerful easy to use, and as capable as any other double speed drive. If you've got an extra £50, though, go for the NEC quad-speed.	■ Sound Blaster 16 ■ £79 Moving up to 16-bit sound is a big plus, although you're still stuck with FM sound processing. Does the business, though. The reproduction is far superior its 8-bit cousin.	■ Gravis Analogue Pro ■ £29 Looks rude. Very rude. I'm not going to describe it – just go and look at one in the shop some time. Anyway... the Gravis is the best all-round PC joystick by a mile.	■ ZyFi Pro ■ £29 Excellent sound quality, with plenty of bass, is something of a surprise in specialist PC speakers. Normally, they're tinny, tacky and as much use as a fish on a skateboard. Not the ZiFis, though.
Under £1,400 It's a three way decision: buy a multimedia PC all in, and get lots of software too; go for a top-of-the-range 486 and spend some more on adding the extras; or find yourself a cheaper, super fast Pentium PC (you'll spend less on the extras) but it's probably the best option.	■ Escom P60 ■ £1,049 A hugely powerful, well designed Pentium PC with a monster spec for the money (8Mb RAM, PCI graphics, 500Mb hard disk and so on). Gets you straight into the real power play.	■ NEC CDR271 quad speed ■ £150 Quad speed performance is essential for really good video and decent CD gaming. The NEC CDR271 puts this sort of speed at the price of last years double speed drives. 'Nuff said.	■ Sound FX 3000 ■ £99 16-bit Wavetable cards like this are the dog's wotsits when it comes to top quality, better-than-your-hifi sound. The Sound FX is ultracompatible and really lets you crank it.	■ Wingman Extreme £50 ■ Koenix Speedking £10 Logitech's Wingman Extreme can't be beaten if you're a serious sim nut. It's more responsive and has more features than other sticks at twice the price. Pick up a SpeedKing for arcade games and platform action while you're at it.	■ Labtec CS1400 ■ £85 If you're still refusing to jack your PC through your hifi, then the Labtecs are big, powerful speakers that you'll struggle to better for under £100.

supershorts

A mixed bag of little reviews, this month. Some good, some bad, some who write home to their mums and some who wear Argyle socks. So read about them.

pc

KA-50 HOKUM

79

Quelle surprise – another month, another PC flight sim. Hasn't everyone already got about six of these? Well, if you haven't you might like to look at this. It's lacking in atmosphere, but very strong on realism. A bit of a curate's egg, but worth investigating.

£39.95

snes

CLAY FIGHTER 2

53

As if there weren't enough one-on-one beat-'em-ups for the SNES, along comes another manky novelty one. No no, no, you cretins, no more. People want real playability and depth, not unfunny Claymation characters. There's nothing to redeem this game at all.

£54.99

pc

NATIONAL LAMPOON'S BLIND DATE

58

A sporadically amusing chat-up package which doesn't actually feature anything relating to an actual game. Use a variety of lines on a number of ladies and see how much success you have (you sad man). Fun for 10 minutes, but way too expensive for what it is.

£39.95

amiga

DEATH MASK

57

Take Doom, lose three-quarters of the screen, ditch the parallax, lose the artificial intelligence, screw up the controls and cut out half the scrolling animation – presto! Death Mask! Not, without wishing to put too fine a point on it, a particularly good game.

£25.99

pc

SUPERSKI PRO

68

Slalom, ski jumping and snowboarding package which is a bit finickety to play. Not what you'd call bad, but there are much better ways of spending money. Like at a dry ski slope or something. Or perhaps some snowboarding lessons. We like snowboarding.

£39.99

snes

WONDER PROJECT J

92

A strange kettle of fish which casts you as a fairy trying to teach a wooden boy to be human. The controls are deceptively straightforward, but the game itself isn't. Brilliant puzzles and an incredible amount of depth make this a real winner.

£UNCONFIRMED

32X

MOTOCROSS CHAMPIONSHIP

59

Oh dear. The 32X takes another great leap backwards with this release. You'd think they could have done better than this by now. Horrible clashing colours, awful sound and a complete lack of depth or real playability point to a waste of money.

£UNCONFIRMED

amiga

KINGPIN

76

It's cheap, and it's a professional enough conversion of ten-pin bowling, but obviously this is only going to captivate fans of the real-life sport. Who don't live near a bowling alley. Probably the best computer version of the sport around, though.

£12.99

pc

ALADDIN

90

Following hot on the heels of The Lion King is another quality platform game for the PC. The graphics are absolutely gorgeous, and the gameplay is totally spot on. Maybe a tinge too straightforward for 'older' players, but great fun nonetheless.

£29.99

mega drive

ROADRUNNER DESERT

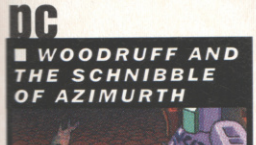
37

Roadrunner – coyote's after you. Roadrunner – if he catches you you're through. And if you buy this game, you're through, too. It's another tedious platform title. Yaaaawn. Doesn't even have the decency to retain the hilarity of the cartoons, the cad.

£UNCONFIRMED

pc

WOODRUFF AND THE SCHNIBBLE OF AZIMURTH



76

Looks good, smells good, but it's one of those 'Oh I see, put the banana in the futon box, why didn't I think of that earlier etc, etc,' adventures which will wind you up. If you've got a lot of patience and a strange sense of logic this may appeal to you.

£39.99

snes

PUZZLE BOBBLE

82

A sort of reverse Tetris, in which your little dragon spits coloured bubbles at the ceiling to clear other bubbles of the same colour. Great fun, especially in two-player mode, but chances are you'll already have a similar title in your collection.

£UNCONFIRMED

amiga

LION KING

72

Like the console versions, Lion King on Amiga has too many competitors to really shine. The graphics are great, but they're not very original. If you're new to platformers, this is a good place to start, but veterans won't find anything new.

£29.99

mega drive

KAWASAKI SUPERBIKES

80

This may look a bit on the average side, but it's actually a pretty playable and nicely challenging piece of software. Proper bike fans are most likely to get into it thanks to a good level of realism, but even two-wheel haters should get a kick out of Kawasaki.

£39.99

snes

SUPER WILD SNAKES

89

A weird sort of Tetris derivative that uses snakes instead of blocks. Anyway, it takes longer to explain than it does to get into. Just have a go in the shop because it's absolutely ace. Sits comfortably alongside Tetris as opposed to competing with it.

£UNCONFIRMED

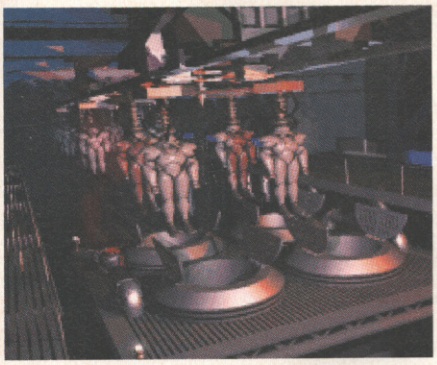
WIN!

A GATEWAY PENTIUM PC WORTH £1,500!

That's right! Why go through the hassle of working your backside off for months, scrimping, saving and then spending just because you want the very best games machine offer?

No, you want the easy life, we all do. And all you have to do to make things easy for yourself is answer these three, dead simple questions, and you could be the proud owner of the following PC wunder-kit. With it you're guaranteed to be able to run the state-of-the-art software which has brought the PC to the forefront of home gaming. Heck, it's so powerful you could probably take over the world with it. And why not?

Best of all, the PC is the most future-proof system available. As soon as a new graphics standard comes out, all you have to do is by a new video card rather than a whole new system. The same goes for sound, drives, memory and all those other neat bits. And with the power of a 64-bit Pentium processor at the heart of it, your PC will be able to handle anything thrown at it for years to come.



The pack includes:

A P60 Gateway Pentium PC with:
Soundblaster 32AWE soundcard
Quad Speed CD-ROM Drive
8Mb RAM
340Mb Hard Drive
SVGA Card

– and all the other bits and pieces you need to enter gaming Utopia and leave the world of cartridges behind.

The questions are:

a) What was the name of the maniac computer in 2001?
b) How many prime directives did Robocop have?
c) What model of Terminator did Arnie play?

Mail your answers to: I want global domination at the flick of a switch, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Answers need to reach us by 1 May.

This competition isn't open to employees of Emap Images, their immediate families or pet chinchillas. No correspondence will be entered into, the editor's decision is final and there isn't a cash alternative – so don't bother asking for one.

HELP!

"I was walking along road t'other day, and some young turk kem up to us and asked us whether 'e should buy a PlaySation or a Saturn or wait for Ultra 64. Well I sent 'im off wiv a flea in 'is ear, telling 'im he can buy a Mars bar for all I care, 'cos I dinnee know nowt about nuffink, he'll have to write to CVG, and they'll tell ye." And we will, whatever your gaming query, so if you've a poser along the lines of this page of hard and software quessies send 'em in to Help!, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

NEW MACHINES QUESTIONS

Dear Help,

1. I'm very confused with all the new super consoles being released and don't have a clue which one to buy. The consoles that I am trying to choose between are Nintendo's Ultra 64, Sega's Saturn or Sony's PlayStation. Could you please give me your opinion on each one and tell me which one you think will be the best?

CVG: Best at what exactly? It's difficult to say at present as not all of them have been released (and no-one in the press has even seen so much as a mockup of the Ultra 64), so giving an opinion is pretty tough! At the moment the PlayStation is picking up most enthusiasm from both software companies and the public alike, so if you're a rich geezer with cash burning a hole in your pocket, that's the one to go for if you want a super console NOW.

2. Will the Ultra 64 be sold with a joystick or joypad?

CVG: Knowing Nintendo, a joypad's much more likely.

3. Will the super consoles cost over £250?

CVG: Because they are classed as videos (though you'd have a job trying to tape EastEnders), super consoles are almost certain to be at least £250, unless the companies concerned are prepared to sell the hardware at a loss and make money on the software instead, like Nintendo and Sega do at present. This seems unlikely though, as the hardware is much more expensive to produce (and develop) in these super consoles compared to the 16-bit machines.

4. Why does the 3DO cost £400? It's only a 32-bit machine, while the Atari Jaguar is a 64-bit machine and only £230.

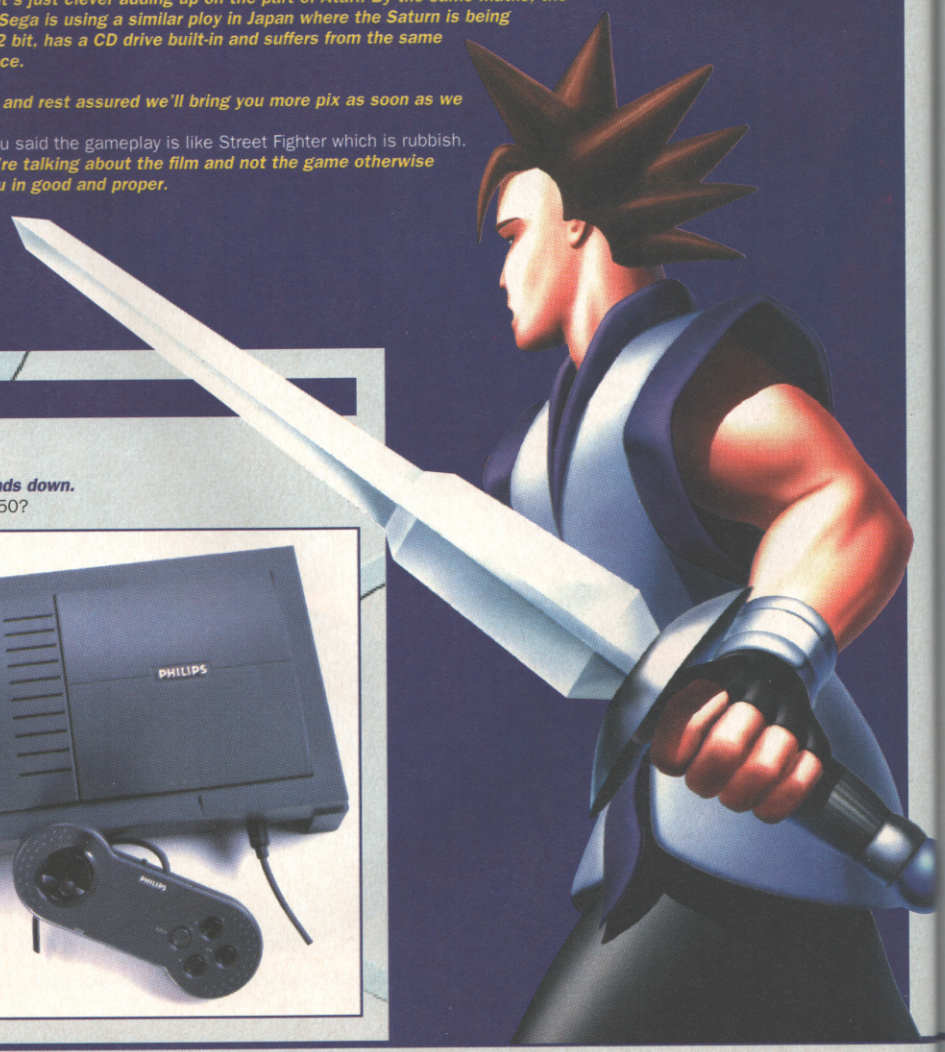
CVG: The Jaguar doesn't have a 64-bit processor, it's just clever adding up on the part of Atari. By the same maths, the PlayStation would be about 75 bit! Coincidentally Sega is using a similar ploy in Japan where the Saturn is being advertised as a 64-bit machine. The 3DO is true 32 bit, has a CD drive built-in and suffers from the same import tax problem that the other machines will face.

5. When will we see some Ultra 64 screen shots?

CVG: You've seen Crusin' USA on Ultra 64 already and rest assured we'll bring you more pix as soon as we have them.

6. Is Toh Shin Den really any good? In issue 159 you said the gameplay is like Street Fighter which is rubbish.

CVG: Street Fighter rubbish? We at CVG hope you're talking about the film and not the game otherwise we're going to come round your house and duff you in good and proper. Except we can't because not only did you forget to put your address down, you also neglected to include your name. Doh! And Toh Shin Den is the business (see last issue for the full monty review), so there.



CD-I VS JAGUAR

Dear Help,

1. What would you buy, a CD–i or Jaguar?

CVG: Neither! Just kidding, the Jaguar would win hands down.

2. Does the FMV for the CD–i 210 work on the CD–i 450?

CVG: Yup.

3. Will the following games appear on the CD–i: Doom, Quarantine, Mortal Kombat, NASCAR, Another World, Alien Breed, Sim City 2000 or Theme Park?

CVG: Doom, are you kidding? Quarantine – no. Mortal Kombat - no. Nascar - no. Another World is a possibility as Philips is releasing Flashback. Alien Breed isn't likely though, and neither is Sim City but Theme Park is a possibility.

4 Does the CD–i play music CD's too?

CVG: Yep, and competently too.

5 Is Burn:Cycle any good?

CVG: It's very good and is the best CD–i title to date.

Richard Cartwright, Leicester.

SUPERSCART

Dear Help,
Could you tell me if it's worth buying a SCART lead for my Atari Jaguar? Is there much much of an improvement in picture quality by using one?
R McGovern, Essex

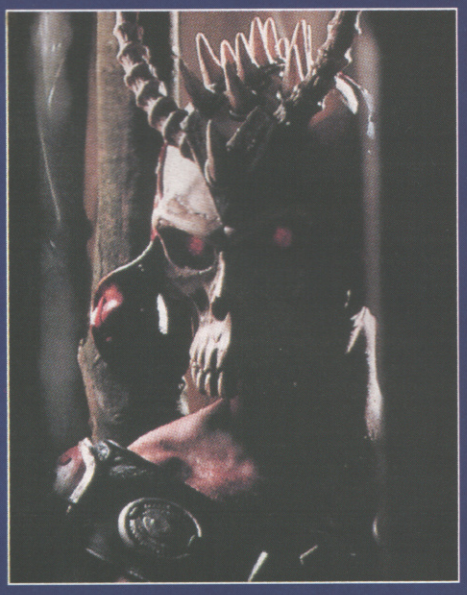
CVG: SCART leads make a big, big difference towards improving picture clarity, although if you're using a telly it depends on how decent it is. If you plan on sticking the SCART lead in a monitor then it's essential, and is like the difference between AM and FM sound on the radio. And that goes for SCART leads for all machines, not just the Jag.

MORE 3DO TEASERS

Dear Help,
1 Will there be a stunning driving sim on the 3DO?
CVG: There already is. It's called The Need for Speed and scored a healthy 93% And for the more action orientated 3DO readers out there try Road Rash which scored an equally topper 91%.
2 Who is responsible for CD films on the 3DO? When will the FMV unit be available?
CVG: Er... the various film companies perhaps? About Easter, but that could change.
3 Are UK/US games compatible with a Jap 3DO?
CVG: Many are but we've come across some that aren't, so try and play an imported title on a machine from the country you own before purchasing.
4 Does the 3DO have a strong, stable future?
CVG: It's too early to say, but if the high quality of recent software and the fact that many shops have sold out of their initial stocks suggest the answer's 'yes' at present. It's far from the worldwide success that Trip Hawkins had hoped for though and that was without any competition, so once the likes of PlayStation and Saturn muscle in on the market who knows.
5 Will the 3DO become the most powerful console around with a Bulldog upgrade?
CVG: Yes, on paper at least. But while power might create more realistic games it in no way guarantees better ones.
6 What's the difference between the Panasonic, Goldstar and Sanyo versions of the 3DO?
CVG: At the moment it's only cosmetic, check out Goldstar's pad for instance. But differing hardware bundles from the different manufacturers might appear in order to create competition and therefore force prices down.
Steve, Kuala Lumpar, Malaysia

MORTAL III INFO

Dear Help,
1 Is it true that Mortal Kombat III will only be released on SNES?
CVG: Nope, it will probably only be released on PlayStation and Ultra 64, and of course in the arcades.
2 When will the Mortal Kombat movie be released?
CVG: Too soon, but the summer probably!
3 Is it true that Jurassic Park: Rampage Edition is out on the Mega Drive. If so how much is it?
CVG: Certainly is and it's £44.99. Don't buy it though, because it's complete pap, just like the original game was on Mega Drive.
4 Is there going to be an Earthworm Jim 2 on Mega Drive?
CVG: Yep, but how can Playmates possibly improve on it, that's what we can't wait to find out.
5 Have you got a cheat for either Super Smash TV or Spiderman on the Mega Drive?
CVG: No, try the tips section!



PC SPECS-TACLES

Dear Help,
Despite buying your magazine for almost eight years I still need some help please! I now have quite a collection of consoles and one Amiga computer and I'm soon to come into some money and have decided to spend some on a multimedia PC.

Thing is I'm at a loss when it comes to terms like DX, SX, 486, DX2 and 66MHZ etc. What I want to know is which would be the best machine to play games like Doom 2 and the Star Wars titles on, as well as use art, music packages, multimedia and encyclopaedias. Also how many soundcards do I actually need, and will I require an MPEG cartridge to play movies and FMV games on CD? Will all movie and music CDs work with this set-up?
Mark Hogg, Derby

CVG: It's worth spending about £1,500 on a PC because then the thing won't be out-of-date in about six months. Ideally you should be looking for a machine with these type of specs: 486DX2 66MHZ (the speed of the processor), 8Mb RAM (memory), SVGA video display and about 500Mb of hard disk space. If you can, spend about £200 more and get a P60 (Pentium) processor. These are becoming more popular and are likely to be required to run much of the new software released by the end of the year. Anyhow, turn to page 98 for are top-excellent guide to buying the perfect games PC for as little money as possible. Or try to win one instead.

3DO TICKLERS

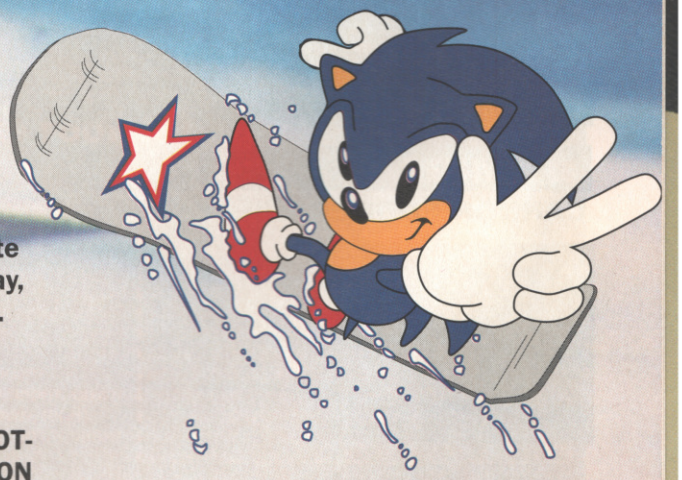
Dear Help,
1 I was thinking of getting Demolition Man on 3DO. Is it any good, because it looks wicked?
CVG: Yes, it's quite good with plenty of variety but not an essential purchase by any means and hardly 'wicked'.
2 When will the 3DO MPEG Digital Video cart be released in the UK and how much will it be?
CVG: Around Easter, about £250.
3 Is MK2 going to be released for the 3DO and if so when?
CVG: There are no plans as yet, but after the brilliance that was Super Street Fighter 2 Turbo we'd sure like to see what the 3DO could do with MK2. How about it Acclaim?
4 My dad thinks that the CD-i is better than the 3DO overall. Which do you think is the best for technology, games and value for money?
CVG: The 3DO wins on all accounts. Give your dad a good slap from us and get him to read the mag!
5 Will you be able to buy anything to upgrade your 3DO system to 64 bit?
CVG: Yeh, it's known as the Bulldog or less snappily the M2 accelerator, and will be out at the tail end of this year. No prices confirmed as yet.
6 When will Doom or Doom 2 be released for the 3DO?
CVG: In just a few months time you'll be able to play Doom in all its glory on 3DO. Whoopee!
7 Will Panasonic's 3DO be able to compete with Sony and Sega?
CVG: Don't write the machine off because although the 3DO is not technically as capable as Sega's and Sony's new machines, remember that Panasonic has got formidable corporate backing as it's owned by Matsushita (one of the biggest companies in the world). The 3DO has support from one of the biggest leisure software companies in the world too, Electronic Arts. And remember the other 3DO hardware developers like Goldstar will be contributing to the marketing spend too, which can only help the 3DO's cause.
Lloyd Mutton, Warwickshire

SEGA GO 'BOARDING AND GIVE AWAY A MEGA DRIVE 32X'

It's grim up North. Or so the saying goes, but one thing the CVG team found out last week is that it's bleedin' cold in the Midlands. The main reason why it was so cold, though, was because the CVG team were watching (and indeed taking part) the 32X SEGA UK PRO SNOWBOARDING TEAM. Hold on a minute, we know what you're thinking, 'there aren't any ski slopes round Birmingham'. And we here at CVG read the tabloids and know that when all the poshies go off poncing around on the ski slopes they are usually in France or Switzerland, not Val d' Brummie.

That's where we were wrong, though, because in Tamworth just outside Brum, there's the Snowdome wet-ski slope where we tried our hand (or should we say feet) at this radical sport. And no doubt that's precisely why Sega's decided to sponsor the snowboarding team as they compete on the ISF World Tour. As we're now all avid snowboarders you can't tear us away from the Normski's Channel 4 snowboard-

THEM RULES:
All entries must reach us by April 15, there's no cash alternative, the editor's decision is final, and no employees of Sega or Emap Images can enter.



ing prog Board Stupid, but the good news is that to celebrate the 32X Snowboarders Sega has given us a 32X to give away, and all you have to do is answer this simple little question...

What's the chemical configuration of snow?

Send your answers on a postcard to I'D RATHER WIN THE LOTTERY, CVG, 30-32 FARRINGDON LANE, FARRINGDON, LONDON EC1R 3AU.

CHEAT MODE

It's cheating time! Put on your comfy slippers, grab a cup of cocoa and search your way through these four pages of wisdom that is the CVG crew's and numerous clued up contributors' brains all mixed together into one all-knowing pulp. Want to join our merry clan? We don't blame you but don't worry, there's no need to slaughter a goat or anything, just send in any scorching tips or cheats to the usual address (on the bottom of page 111) and you'll become one of us. Easy huh? So get to it...

MEGA DRIVE

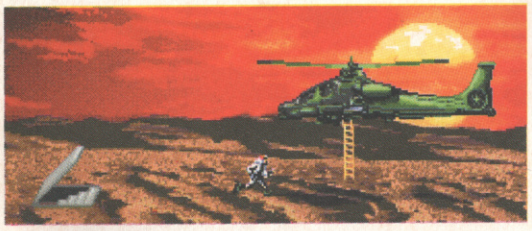
DYNAMITE HEADDY

On the title screen press START once. Leave the cursor over the start game option and press C, A, LEFT, RIGHT and B. You should hear a sound which means the level select has been activated. Press START and you'll now be able to choose your starting level.

PC

DESERT STRIKE

This isn't the most difficult of games overall but individual missions can provide more than a little grief. To swing the odds your way here's a handy little cheat which will allow you to skip levels as if by magic. Firstly go to the options screen and type WATERFALL. Now simply hit the F12 key to switch the unlimited weapons and invulnerability on and off. And if you press Q while in mid mission and then land, it's possible to skip to the next level, without having to complete all the missions. A hearty hurrah to D Windsor of Sussex for those pearls of wisdom.



AMIGA

CANNON FODDER 2

Another in the seemingly never ending line of class games from the Sensible Software production line; Cannon Fodder 2 has to be one of the toughest games ever created. Anyway we won't credit anyone in particular here, as a number of people have let us know about this cheat. It's the same as the one in the original Cannon Fodder where if you save your game as JOOLS your leader will become a super starred-up general with unmatchable shooting ability.

MEGA-CD

BRUTAL

Want to play as the bosses in Gametek's furry laden beat-'em-up? Then thank DB who has the cheat to allow just such a thing. On the title screen:

To play as the Dalai Lama press: C, A, B, A, L, and A

To play as the Karate Kroc press: U, D, A, B, C, C, B, A, D and UP

MEGA DRIVE

RED ZONE

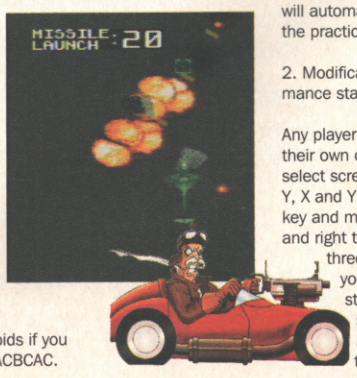
Time Warner's topper chopper blast was one of the highlights on the Mega Drive last year. No surprises considering the team behind it, Zyrinx, were responsible for the equally brilliant (and criminally neglected) Sub-Terrania. Here's some level codes thoughtfully provided by Paul Reiss plus some other bitz courtesy of us here at CVG Headquarters.

Mission 4: ABACBCBCACC
Mission 5: BAAABBBCCBB
Mission 6: ABBABCAABCA
Mission 7: BAAABBCAAAA
Mission 8: ABBABCAACAC.

These codes help you start the missions with invulnerability:

Mission 4: ABBBABACBAC
Mission 5: BAACAABAACA
Mission 6: ABBCAACACCC
Mission 7: BAACAABAABA
Mission 8: ABBCAACACBC.

And there's a hidden game of Asteroids if you type in the following cheat: ABCACACBCAC.



SNES

STREETRACER

Well, we'll be darned if it isn't another of these pesky games that puts a flipping big wedge between software reviewers. This time it's regarding whether Street Racer's better than old Nintendo fave Mario Kart. We don't think it is but it comes a pretty close second, and it's a classic game all the same. Here's a few cheats courtesy of Sam Johnson in Leeds to whet your appetite even further.

1. To access secret tracks:

Go to the custom cup select screen. Press UL, UR, UL, UR, X and Y. The four tracks will appear at the bottom of the track list (tracks 21, 22, 23 and 24) and will automatically come up on the practice screen.

2. Modification of car performance statistics:

Any player can do this to affect their own car. Go to the car select screen and press X, Y, X, Y, X and Y. Then hold down the X key and move up and down, left and right to change stats. In three and four player mode you can only change stats when they are showing on screen, not when the character is showing only.

THE TOP 3DO TIPS

3DO

FIFA INTERNATIONAL SOCCER

We've had a number of calls asking for help with the most popular 3DO games. Being the helpful sorts we are we thought we'd oblige, starting with perhaps the best 3DO game so far – FIFA International Soccer. Start a match and press the P button. Now enter these codes below one at a time for a number of interesting effects. Press P again once you've entered the code. Note for all the 3DO codes R indicates the top-right button, while RIGHT indicates a right movement on the D–Pad.

Beef Cake:	**R, A, L, B, A, C, L, A, B, A**
Big Ball:	**B, C, B, A, L, L, A, B, A, L, L**
Brute Mode:	**R, A, B, B, A, C, L, L, B, A, C, L**
Crazy Bounce:	**L, A, B, A, R, R, A, C, C, A**
Giant Player:	**B, A, B, A, R, B, A, B, B, A, R**
Hot Potato:	**C, R, A, B, B, R, L, A, B, A, B, B, R**
Invisible Walls:	**A, B, B, A, C, A, B, A, B, B, A**
Laser Ball:	**L, A, C, R, B, A, L, L**
Metallic Men:	**B, A, R, C, L, B, A, B, B, A**
Radical Curve:	**C, A, R, C, A, B, R, A, B, B, L**

THE HORDE

A real grower is this neat little strategy number, which is much more action orientated than you'd expect from its serious RPG style look. Here's an excellent selection of cheats which are accessed by firstly PAUSING the game and then pressing UP, A, B, and P at the same time and then entering the corresponding cheat.

Double Speed:	**B, RIGHT, A, B**
Finish Level:	**DOWN, A, LEFT, LEFT, DOWN, A, A, RIGHT**
Free Shop:	**B, RIGHT, LEFT, LEFT, DOWN, RIGHT, A, A, LEFT**
30,000 Crowns:	**LEFT, A, A, B, LEFT, A, RIGHT, DOWN**
Invisible Chauncy:	**B, UP, RIGHT, DOWN, A, DOWN, RIGHT**
Invulnerable Village:	**A, DOWN, DOWN, RIGHT, A, DOWN**
Show all FMV:	**RIGHT, A, LEFT, LEFT, A, UP, B**
Reveal entire map:	**LEFT, A, UP, DOWN, B, A, A, B**

SUPER WING COMMANDER

There's one of those always handy debug menu things lurking away in this version of the classic, but dated, PC title. To get at it press and hold X while in the lounge area and then press B, B, C, C, A, A. You should hear a sound effect, and when you do release the X button. Now press the L and R buttons together and also the P button. A menu of options and sub–options should appear, which include being able to switch off the collision detection and selecting 'finger of death' which, when selected, will allow you to terminate any ship (including the Tiger Claw for moments of Xtreme power!) with just one blast!

SHOCKWAVE

'This isn't a game!' that bird in the cockpit is fond of shouting at you at regular intervals in EA's 3DO blaster. Well, actually it is and we've got all the level access codes to prove it! Enter the master passcode first (B, A, C, C, A, A) and then enter any of the other codes by pressing P, inputing the code and then X to resume the game. By the way each cheat can only be used once and will reset at the end of the current mission so perhaps there is still a game left here after all!

Invincibility:	**A, B, A, C, A, A, B, A**
Ultra Laser:	**C, A, A, B, A, C, A**
Ultra missiles:	**C, A, A, B, A**
Smart Bomb:	**A, C, A, B, A, A, C, A, A, A**

PATANNK

About the best tip that we've got for this game is not to buy it. If you're one of the unfortunate people to have done just that though, then this neat cheat might make things a little more bearable.

Go to the options screen, hold down L and press B, C, C, LEFT, A, C, B and A. Paatank 2 should appear on screen and as soon as you see it press P. It can take several attempts to get right but once you've succeeded you'll be rewarded with a wider view of the table which makes things considerably easier to fathom out.

OFF WORLD INTERCEPTOR

How does 9,999,900 credits sound? Exactly, so to get them go to the options screen and press A, B and C six times.

You'll hear a sound effect if you've entered the code correctly and a quick glimpse at your finances will reveal that the money is all yours. Spend it wisely, like on loadsa lives!

JOHN MADDEN FOOTBALL

This cheat is another one of the hold down P jobs variety. So er... hold it down and then enter one of the following. After you hear the sound effect to tell you that you've entered the code correctly let go of P.

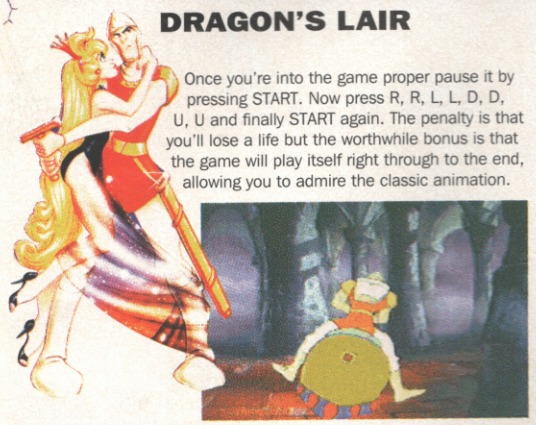
See Opposition

Plays:	**B, L, A, B**
Big Ref:	**RIGHT, DOWN, LEFT, UP, RIGHT, DOWN**
Tiny Ref:	**LEFT, DOWN, RIGHT, UP, LEFT, DOWN, RIGHT**
Big Players:	**R, A, P**

CHEAT MODE

MEGA-CD

DRAGON'S LAIR



Once you're into the game proper pause it by pressing START. Now press R, R, L, L, D, D, U, U and finally START again. The penalty is that you'll lose a life but the worthwhile bonus is that the game will play itself right through to the end, allowing you to admire the classic animation.

MEGA DRIVE

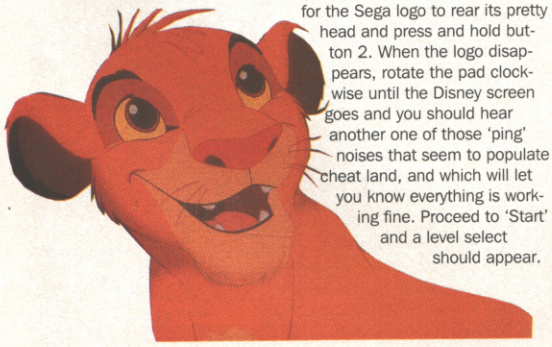
SHINING FORCE 2

Brilliant RPG action on the Mega Drive can be made even better via this secret debug mode. It allows you to tamper with all the usual parameters like extra lives and invisibility. To enter it simply enter U, D, L, R, L, R, U, R, D, L, B and START. Enter this at the sort of speed required to get the Sonic 3 cheat to work, ie pretty darn fast. Do keep trying if you can't get it to work first time!

GAME GEAR

THE LION KING

A groovy Lion King cheat is all yours thanks to much excellence from the man known as Dean Compton down in deepest Surrey (well Redhill anyway). To access the cheat wait for the Sega logo to rear its pretty head and press and hold button 2. When the logo disappears, rotate the pad clockwise until the Disney screen goes and you should hear another one of those 'ping' noises that seem to populate cheat land, and which will let you know everything is working fine. Proceed to 'Start' and a level select should appear.



AMIGA

ZEEWOLF

What an excellent blaster this is (as long as you have an A1200 anyway) but it's another one to file under 'Blimey this is a bit tough'. But fear no longer 'cos CVG is here with all the level codes you need to help you complete the game.

Mission 5: IMAGO
Mission 9: TIBURON
Mission 13: ARGUS
Mission 17: MARTEN
Mission 21: SOCKIN

And even better try entering FRAMPAGE. This lets you re–complete the earlier levels while piloting a kestrel jet. Very smart, let us assure you and just like having a whole new game.

NEO GEO CD

KING OF FIGHTERS

Two short-but-sweet tips courtesy of DB (who else?). To get into the blood mode press A+C+1 on the hi–score screen, while pressing B+D+2 instead gets you into the maze bounce.

MEGA DRIVE

VIEWPOINT

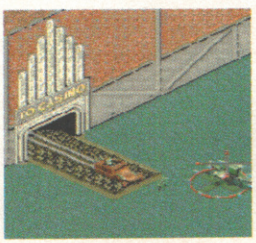
Let's face it, the levels in Viewpoint are pretty darn large. So we're here to tell you about the handy warp zones in each level which allow you to skip to the next one.

Level 1: Play through until you see the stage where you see the enemy forms a circle. Kill all the red 'blobs' (the easiest way to do this is to use a bomb) and a warp will appear to whisk you to level two.
Level 2: Mid-way through the stage there are two 'catlike' things. Fly behind them to discover a warp to level three.
Level 4: Again mid-way through, look for some hills and behind one of them will be a warp zone to level 5.

MEGA DRIVE

URBAN STRIKE

Regular contributor Julian White is back after what seems like forever with all the level codes to EA's Urban Strike. Seems to be turning into something of a Strike special this month doesn't it? Cheers Julian and away we go:



Campaign 2: C9NWT4FGJ4Y
Campaign 4: 9G6PXHBWVXL
Campaign 5: NWRM7ZHLMTF
Campaign 7: L6V9674SHWG
Campaign 8: GPTCBP7VZLZ
Campaign 10: W7YNRVSXLDR

ARCADE

KILLER INSTINCT

As promised last month here's a guide to the humiliation moves from Rare's stomping beat-'em-up. QCT etc indicates the joystick movement, so QCT is Quarter Circle Towards.

TJ COMBO	**D, D, D, LP**
Jago	**HCB, MK**
Glacius	**F, F, B, LK**
Spinal	**QCT, HK**
Orchid	**HCB, LK**
Fulgore	**HCT, MK**
Cinder	**B, B, B, B, HK**

Speed Up
To speed the game up, at the Vs animations HOLD R and all three punches on controller 1 and 2. You should hear a weird 'swish' sound if it's worked. Cheers to DB again and get back to your revision mate!

SNES

TURN AND BURN

Not the world's greatest shoot–'em–up it has to be said, though, it's a perfectly acceptable blaster none the less and here are some perfectly acceptable level codes to help whizz through the game. Thanks to John Speaks, who's living in Holland at the mo, for these 'uns.

Level 2: NQBJKLFF
Level 3: GSZWBFPT
Level 4: RRHCZJVM
Level 5: BPYXDLNF
Level 6: LFMGWTKQ
Level 7: PQTBCZNJ
Level 8: DKUWGSQK
Level 9: GKQZBLCT
Level 10: DCMHRRFJ
Level 11: WZGNJYZX
Level 12: JDZFMLFV
Level 13: SOBCTRRG
Level 14: SPWVJKDH
Level 15: LPKGBPFZ

MEGA-CD

REBEL ASSAULT

There's no denying that this is a playable little action romp, thanks mainly to its excellent use of the Star Wars characters and worlds.

Other than on easy level it's 'well 'ard' as Robbie from EastEnders might say in that irritating way, so here's all the cheats for all the difficulty and indeed game levels to swing the pendulum of chance your way.

EASY
Chapter

1: BOSSK
2: ENGRET
3: RALRRA
4: FRIJA
5: LARRA
6: DERLIN
7: MOLTOX
8: MORAG
9: TANTISS
10: OSWAFL
11: KLAATU
12: IRENZ
13: LIANNA
14: PAKKA
15: NORVAC

NORMAL
Chapter

1: BOTHAN
2: HERGLIC
3: LEENI
4: THRAWN
5: LWYLL
6: MAZZIC
7: JULPA
8: MORRY
9: MUFTAK
10: RASKAR
11: KOFF
12: ITHOR
13: UNWAK
14: ORLOCK
15: NKLLON

HARD
Chapter

1: BORDOK
2: SKYNX
3: DEFEL
4: JEDGAR
5: MADINE
6: TARKIN
7: MOTHMA
8: GLAYYO
9: OTTELZA
10: RISHI
11: IZRINA
12: KARRDE
13: VONZELL
14: OSSUS
15: MALANI

GAME GEAR

DESERT STRIKE

You want level codes for this version of the classic Mega Drive blaster too, eh? Well, you've come to the right place then, what with CVG being a multi format extravaganza and all that.

Campaign 2: CIWEJFD

Campaign 3: GHGIJFE

Campaign 4: EGCMKOH

SNES

SUPER RETURN OF THE JEDI

A cool finish to a classic games series this is another tough platform shoot–'em–up featuring everyone's favourite Star Wars characters. At the title screen press AA, BB, XX, YY and then A, B, X, and Y again, all on controller 1. If all goes well an Ewok (aah!) should cry out. Then, on any side-scrolling stage, press l and R on controller two. This will bring up the debug menu which lets you choose any character, weapons or stages in the game. Oh, and it also gives you unlimited thermal detonators as well.

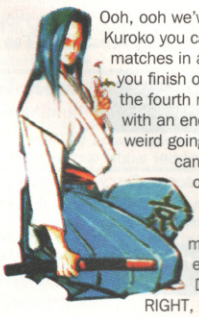
Screen scrolling thang
Just press Y, Y, Y, Y to flip the Star Wars intro logo round and round. Not that exciting we admit but we know you lot like to know everything possible about games so we aim to please!

Music Menu
Hold DOWN and then A, B, Y, X and START on any sideways scrolling level to bring up the music menu.

Seven continues
If you want at least seven continues, and who doesn't, then on the title screen press A, B, A, Y, A and X. To see the end credits of the game it's A, B, A, B, A, B, A, B. In the thank you department Mister James Robertson is the man to see.

NEO GEO CD

SAMURAI SHODOWN 2



Ooh, ooh we've found a secret character! Going by the name of Kuroko you can get to him by doing the following. Simply win three matches in a row and on the second round in each match make sure you finish off your opponent with a weapon breaker. Do so and in the fourth match Kuruko will appear. Beat him and you'll be treated with an ending with all sorts of weird goings on. By the way you can also select Kuruko on the character selection screen, but only in the two player mode. Select him by entering UP, R, LEFT, DOWN, LEFT, UP, RIGHT, DOWN and A.

SNES

AXELAY

Regular tips man John Speaks is back (there's obviously not a lot to do in Holland except gather tips, not that we're complaining mind) with this handy cheat to Konami's supremely classic blaster. To become invincible start the game as normal and press PAUSE. Press PAUSE again and press SELECT, UP, DOWN, LEFT, RIGHT Y, B, A, X and finally PAUSE again.

AMIGA

MARVIN'S MARVELLOUS ADVENTURE

Ugh, can't say we're big fans of this very cute platformer from 21st Century, especially that horrible Euro stuff that passes for the music. Plenty of you seem to like it though, so here's the level codes to chomp on.

HEART OF GLASS
BIG BANG SYSEX
DOING THE DO
ZERO PLUS ONE
SPIKKELS
MOTORCYCLE
SO ALIVE
TWIN PEAKS
FALLING
APHEX TWIN
ELASTICA
MAX GOLDT

PC

QUARANTINE

It's always a risk getting into the back of a cab, especially if you've just drunk 20 pints and finished off an El Greeko Shish death kebab. Still that's nothing compared to the horrors on offer in Gametek's Quarantine. To sooth that nightmare ride here's a complete list of all the game's level codes.

The Park:	**Omnicorp is all knowing**
Old Kemo:	**Keep the oppressor oppressing**
Projects:	**The meek shall inherit zilch**
Wharf:	**Have you had your hydergine today**
Outside:	**Kemo: Kemo city is a nice place to visit**

SNES

STUNT RACE FX

Here's a short but pretty pointless cheat to one of the SNES' premier racing carts. At any point in any game, simply press L, R and SELECT for a new diagonal viewpoint which somehow manages to make the game about 50 times harder to play than it was. Hmm.

PC

RISE OF THE ROBOTS

Mirage's super hyped Rise of the Robots is one of those games that has split reviewers' opinions straight down the middle. Anyway if you're one of the many people to have picked up a copy of the definitive PC version then here's a wee tip for you that will let you play as the Supervisor in training. Go to the options screen and press LEFT, LEFT, LEFT and RIGHT. The screen should turn blue and the supervisor's yours for the controlling. By the way his special moves are: DOWN, LEFT, UP and RIGHT (Insect) and DOWN, RIGHT, UP and LEFT (Terminator 2-style melt).

WE WANT YOUR TIPS

If you've managed to complete upteen levels of a game and in the process acquired the level codes, or you've wangled some great cheats then we want you to tell us. Send in your cheats et al for whatever machine to the following address pronto:

CVG CheatMode, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

star wars compo

We don't expect for one minute that there's anyone out there who hasn't seen all three of the Star Wars films (and if there is anyone then it's even more important that you read on), but that doesn't mean you wouldn't want your very own copy of the excellent Trilogy for posterity now would you?

And of course any Star Wars aficionados out there can't have missed our Dark Forces review that starts on page 58, (and if you haven't noticed the cover then we're surprised you can read this, because it's not in Braille) the fab new Doom-style shooter from Virgin. Virgin has also given us 10 top-looking Star Wars T-shirts to give away to the runners up who don't win the Trilogy videos. So answers on a postcard to CVG Darker than Dark Forces compo, CVG, 30-32 Farringdon Lane, Farringdon, London EC1R 3AU, once you've answered this quick quesie...

And your question is...

What was Mark Hamil's last starring role?

All entries have to be here by April 15, the editor's decision is final and no one from Emap Images or Virgin Interactive can enter, so there.

BIG EDS

The editors of Britain's top games magazines tell us what games have molested their fancy this month...

Andy McVitie, Editor Nintendo Magazine System

So what if neither the Ultra 64 or the Virtual Boy are going to be released over here until 1996 – even though Japan and the USA are going to get them both this year. There are still plenty of ace titles like Jam TE, Superstar Soccer, Hagane and the forthcoming Starwing 2. So I'm not bitter at all, me. Much.

Steve Merrett, Editor Mean Machines

Panzer Dragoon has been wilting my oyster so to speak, as at last the Saturn gets a game to rival Virtua Fighter in the playability stakes. Aside from that, though, we've had a sneak look at Acclaim's Judge Dredd, and been practising our Cantona flying kicks on our office copy of the awful Victory Goal.

Richard Leadbetter, Editor Sega Magazine

This month I've had the pleasure of playing the quite fantastic Panzer Dragoon on Saturn. Import owners will probably be able to get their hands on it now, and I reckon it's going to be a top seller. Things are definitely looking up for Saturn – Daytona should be here sometime in April and that looks great.

Alan Dykes, Editor CU Amiga

It's racing time again if you've got an Amiga, with Team 17's All Terrain Racing, Arcane's Turbo Trax and the delayed but bloody wonderful Super Skidmarks on the way during March and April. Our mailboxes (real and CIX) have also been jammed with 'in development' Doom-style 3D game engines. Hmmm...

Andy Nuttall, Editor The One for Amiga Games

Street Fighter 2 on the Amiga was something of a non-event, but if you avoided it you might like to know that Super SF2 is under development — promising to be, well, super. We've got a full and exclusive Work in Progress, along with a preview of Virgin's CD32-only smash Lost Eden. Fab.

David Upchurch, Editor PC Games

Although we've been exclusively hunting down aliens in X-Com: Terror From The Deep, it's Dark Forces that's made us gibber wildly with enthusiasm this month. We've also taken a peek at Descent, Discworld and Premier Manager 3, while Falcon 4 and Slipstream have fallen under the Preview spotlight.

Christina Erskine, Editor PC Review

Much like our sister mag PC Games (and CVG) we have been clocking all the Doom clones this month. Of course there's Virgin's Dark Forces, but we've also been playing Descent from Interplay. The control method adds something new as you fly instead walk round the 3D texture mapped levels. Top stuff.

Mark Patterson, Editor Computer and Video Games

Is Dark Forces better than Doom? Not quite is the answer. But being a sad Star Wars spanner it's one of the only games I've actually spent any of my free time playing. Still, I'm looking forward to Panzer Dragoon on the Saturn 'cos I've finally given up on Magic Carpet and clocked Raiden so I'm in desperate need of a shoot-'em-up fix.

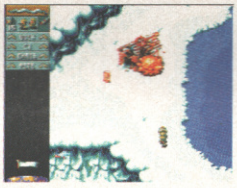
it's the gallup charts

cartridge top 10

1 ● FIFA Soccer '95
■ EA ■ MD
EA's super good looking footie game has been dominating the charts for God knows how long, but with great playability and some top sound effects you understand why.

2 ● The Lion King
■ Virgin
■ MD/GG/MS/SNES
Virgin's latest Disney licence is selling well despite many reports that this game is rock. Long term gameplay and some super animation.

3 ▲ Cannon Fodder
■ Virgin
■ MD/SNES
Sensible Software's witty and clever shoot-'em-up is both taxing and fun to play, with some great variety in the missions.



4 ● Donkey Kong Country
■ Nintendo ■ SNES
The spectacular graphics of DKC have ensured a healthy run of sales, it would appear. Not that we mind, because it's a great game, too.

5 ▲ Micro Machines 2
■ CodeMasters ■ MD
The perfect cart for gamers who try to lead a social life. With the built-in joypad adaptor, the four player mode makes this one of the best multiplayer games ever.

6 ▲ Jungle Book
■ Virgin ■ GG/MS/GB/MD/SNES
Still hanging on in there, despite being some months old now. Just goes to show how well good platformers can do, even in a saturated market.

7 ● Mortal Kombat 2
■ Acclaim ■ SNES/MD/GB/GG
Selling by the bucketload, and deservedly so, is Acclaim's fantastic conversion of the arcade game which changed the face of beat-'em-ups.

8 ▲ Starwing
■ Nintendo ■ SNES
An almost bizarre re-entry for the impressive FX Chip shoot-'em-up. Might be old and crusty, but it's still up there with the best of 'em.

9 ▼ Micro Machines
■ Codemasters ■ MD
Retro-mania hits Megadrive owners as copies of Micro Machines fly off the shelves, despite the superior sequel sitting right next to it.

10 ▼ Mortal Kombat
■ Nintendo ■ MD/GG/SNES/GB
A similarly post-active phenomenon strikes Mortal Kombat as crazed blood-thirsty gore addicts snap up the first Kombat title to sate their demonic lust.

Charts compiled by Gallup. ELSPA ©

key ● non-mover ▲ move up ▼ move down ✪ new entry

What did the gamesplaying public spend their hard-earned (or stolen) cash on this month? CVG, with a little help from those research analysts at Gallup, now tell you on the quite beautiful Charts page. Oh, and we do not advocate stealing 'cos, well it's wrong innit.

snes top 5

1	●	Donkey Kong Country – Nintendo
2	▲	Starwing – Nintendo
3	✪	Battletoads – Nintendo
4	▲	Cannon Fodder – Virgin
5	▼	Mortal Kombat – Acclaim

gb top 5

1	▲	Donkey Kong – Nintendo
2	▲	Zelda: Link's – Nintendo
3	▼	Super Mario Land 3 – Nintendo
4	▼	Space Invaders – Nintendo
5	●	Super Mario Land – Nintendo

nes top 5

1	●	Super Mario 3 – Nintendo
2	●	Kirby's Adventure – Nintendo
3	▼	Jimmy Connors – Ubi Soft
4	▼	Alfred Chicken – Mindscape
5	✪	WWF Steel – Acclaim

cd32 top 5

1	▲	Microcosm – Psygnosis
2	▲	Flink – Psygnosis
3	▲	Benefactor – Psygnosis
4	▼	Theme Park – Virgin
5	✪	Lemmings – Psygnosis

pc top 5

1	●	Sim City 2000 – Mindscape
2	●	Prem Manager 3 – Gremlin
3	✪	Indy Car – Virgin
4	●	Tie Fighter – Virgin
5	▲	Doom 2 – Virgin

md top 5

1	●	FIFA Soccer '95 – EA
2	▲	Micro Machines 2 – CodeMasters
3	▼	The Lion King – Virgin
4	●	Sonic and Knuckles – Sega
5	▲	Eternal Champs – Sega

mcd top 5

1	▲	Ground Zero Texas – Sony
2	✪	Sherlock Holmes 2 – Sega
3	▼	FIFA – EA
4	▲	Ecco – Sega
5	✪	Mickey Mania – Sony

pc cd top 5

1	✪	Microcosm – Psygnosis
2	✪	Reunion – Grandslam
3	▼	Wing Commander 3 – EA
4	▼	Innocent Until – Psygnosis
5	●	Creature Shock – Virgin

gg top 5

1	●	Sonic 2 – Sega
2	✪	James Pond 2 – Kixx
3	✪	Winter Olympics – Kixx
4	✪	Smash TV – Flying Edge
5	▼	Sonic Chaos – Sega

amiga top 5

1	●	Sensible Socc – Virgin
2	●	FIFA Int.Soccer – EA
3	▲	Cannon Fodder – Virgin
4	▼	Prem Manager 3 – Gremlin
5	▲	Theme Park – Virgin

cdi top 5

1	▲	Burn:Cycle – Philips
2	▼	Striker Pro – Philips
3	●	Lemmings – Philips
4	●	Mad Dog McCree – Virgin
5	▲	Alien Gate – Philips

cvg's top 5

1	✪	X-Men coin-op – Capcom
2	●	Ridge Racer – Namco
3	✪	Dark Forces – Virgin
4	✪	Raiden – Seibu Kaihatsu
5	✪	Return Fire – 3DO Company

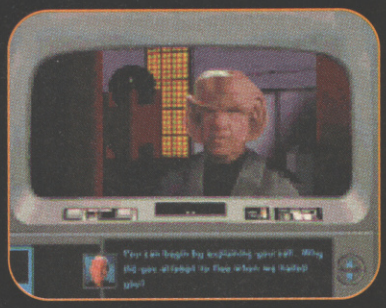
NEXT MONTH

There isn't a next month. We're all doomed and the world's going to end.

In fact that's a lie.
However, you will most likely be doomed if you miss the next issue of CVG. Inside you'll find more editorial software coverage than in any other games magazine. Probably. Including:

Star Trek: TNG

The demo wowed us and the finished article should be even better.

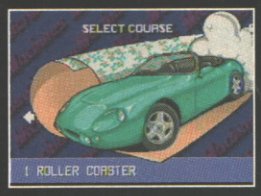


Flight Unlimited

You've never seen a game quite like this before. Watch out for the major review.

Micro Machines 2

It's finally arrived on Game Gear and looks like being every bit as good as the Mega Drive version.



Jungle Strike

It's coming to SNES and Game Boy, but has the wait been too long?

Doom

The 3DO version is about to roll – and we'll be there with it first. Lock and load.

Dirt Racer FX

Has Stunt Race FX had its day? We'll tell you next month.

Plus:

The most comprehensive new machines coverage around – including a few software surprises which we're keeping well under wraps at the moment.

COMPUTER AND VIDEO GAMES

CVG 162 – ON THE STREETS APRIL 15
THE MAG THAT REAL GAMERS READ

Contents subject to change owing to earthquakes, tidal forces and other acts of God.

GAMEplay

PRICE! CHOICE! QUALITY! SERVICE!

These have made us one of the largest suppliers of computer & video games in the country today!

MEGADRIVE

Addams Family Values	£32.99
A.T.P. Tennis	£39.99
Ballz 2	**£19.99**
Batman & Robin	£CALL
Bloodshot	£35.99
Bonkers	£35.99
Boogerman	£44.99
Brett Hull Hockey '95	£35.99
Bubble & Squeak	£32.99
Bubsy The Bobcat 2	£24.99
Cannon Fodder	**£35.99**
Corporation	£15.99
Daffy Duck	£32.99
Earthworm Jim	£42.99
Ecco 2 - The Tides of Time	£35.99
Eternal Champions	£19.99
Fantastic Dizzy & Cosmic Spacehead	£19.99
FIFA Soccer 95	£35.99
Incredible Hulk	£19.99
Indycar with Nigel Mansel	£40.99
James Bond 007	£11.99
James Pond 3	£18.99
Jelly Boy	£32.99
Jimmy White's Snooker	£25.99
Jurassic Park - Rampage Edition	£35.99
Kawasaki Superbikes	£32.99
Kick Off 3	£35.99
Lemmings 2	£39.99
Lethal Enforcers 2	£35.99
Lion King	£39.99
Lotus Turbo Challenge 2	£17.99
Marko's Magic Football	£21.99
Mega Bomberman	£32.99
Mega Drive Mouse	£19.99
Mega Turrican	£22.99
Micro Machines 2	£35.99
Mighty Max	£22.99
Mortal Kombat 2	£42.99
Mr Nutz	£35.99
NBA Jam Tournament Edition	£CALL
NBA Live 95	£36.99
NFL Madden 95	**£29.99**
NHL 95	£35.99
Pagemaster	£36.99
Pebble Beach Golf	£32.99
Pete Sampras Tennis	£36.99
PGA Tour Golf 3	£35.99
Pitfall	£39.99
Power Rangers	£33.99
Powerdrive	£31.99
Probotector	£36.99
Psycho Pinball	£35.99
Radical Rex	£22.99
Red Zone	£35.99
Rise of the Robots	£42.99
Ristar	**£35.99**
Road Rash 3	£CALL
Robocop VS Terminator	£19.99
Rock N Roll Racing	£32.99
Rugby World Cup '95	£35.99
Samurai Shodown	£39.99
Second Samurai	£22.99
Shining Force 2	£39.99
Smurfs	£32.99
Soleil	**£38.99**
Sonic & Knuckles	£39.99
Sonic 1	£15.99
Sonic 3	£37.99
Sparkster (RKA2)	£32.99
Super Streetfighter 2	£48.99
Sylvester & Tweety	£23.99
Syndicate	£35.99
Tazmania 2 : Escape from Mars	£28.99
Terminator 2 Arcade Game	£19.99
Thor	£46.99
Unnecessary Roughness '95	£32.99
Urban Strike	£35.99
Virtual Bart	£41.99
Winter Olympics	£19.99
Wolverine	£40.99
World Cup USA '94	£19.99
WWF RAW	£45.99
Zero Tolerance	**£29.99**

32X

SPECIAL OFFER

32X Expansion Module **£149.99**

Cosmic Carnage	£48.99
Doom	£48.99
Fred Couples Golf	£CALL
Mortal Kombat 2	**£CALL**
Super Afterburner	£37.99
Star Wars Arcade	£48.99
Super Space Harrier	£37.99
Virtua Racing Deluxe	£48.99

GAME GEAR

Asterix and the Great Rescue	£24.99
Cool Spot	**£13.99**
Daffy Duck	£24.99
Ecco 2 - The Tides of Time	£24.99
Ernie Els Golf	£24.99
Excellent Dizzy Collection	£25.99
FIFA Soccer	£24.99
Incredible Hulk	£13.99
Kawasaki Superbikes	£24.99
Lion King	£24.99
Lemmings 2	£32.99
Madden NFL '95	£25.99
Mickey Mouse 3	£25.99
Mortal Kombat 2	£29.99
NBA Jam	£30.99
NBA Jam Tournament Edition	£CALL
Pete Sampras Tennis	£24.99
PGA Tour Golf 2	£25.99
Rise of the Robots	£25.99
Road Rash	£12.99
Sonic Triple Trouble	£24.99
Star Wars	£12.99
Tazmania 2	£24.99
WWF Raw	£55.99
X-Men 2	£25.99

MEGA CD

BC Racers	£35.99
Beast 2	£29.99
Cadillacs & Dinosaurs	£39.99
Dragon's Lair	£39.99
Ecco 2 - The Tides of Time	£35.99
ESPN Baseball	£35.99
Eye of the Beholder	**£32.99**
FIFA International Soccer	£22.99
Lawnmower Man	£29.99
Lethal Enforcers 2	£32.99
Mega Race	£32.99
Mickeymania	£35.99
Minnight Raiders	£CALL
Mortal Kombat	£39.99
No Escape	£36.99
Pitfall	£32.99
Rebel Assault	£39.99
Rise of the Robots	£39.99
Skullkeep (Dungeon Masters 2)	£36.99
Slam City	£CALL
Snatcher	£32.99
Soul Star	**£24.99**
World Cup Golf	£35.99

SNES

100% Combat	£40.99
100% Racing	£39.99
Biker Mice From Mars	£40.99
Brett Hull Hockey	£44.99
Cannon Fodder	£41.99
Clay Fighter 2	**£44.99**
Desert Fighter	£19.99
Earthworm Jim	£48.99
FIFA Soccer	£35.99
International Superstar Soccer	£39.99
Lemmings 2	£47.99
Lord of the Rings	£36.99
Madden '95	£32.99
NBA Live '95	£44.99
NBA Jam Tournament Edition	£CALL
Pinball Fantasies	£32.99
Powerdrive	£35.99
Side Pocket	£40.99
Smurfs	£32.99
Street Racer	£35.99
Super Bomberman 2	£39.99
Super Return of the Jedi	£49.99
Syndicate	£36.99
Tazmania	£19.99
WWF Raw	£55.99
Winter Olympics	£23.99

3DO

Panasonic 3DO + One Game	£380.99
Another World	£36.99
Demolition Man	£30.99
FIFA Soccer	£38.49
GEX (From March)	**£33.99**
John Madden Football	£34.49
Need for Speed	£38.49
Off World Interceptor	£34.99
Pebble Beach Golf	£32.49
Powers Kingdom	£33.99
Rebel Assault	£38.49
Road Rash	£37.99
Samurai Shodown	£32.99
Shock Wave - Operation Jumpgate	£27.99
Slayer Dungeons & Dragons	£37.49
Super Streetfighter 2	£52.99
Super Wing Commander	£33.49
Super Wing Commander 3	£38.49
Streetfighter 6 Button Pad	£27.99
The Horde	£30.99
Theme Park	**£37.49**
Total Eclipse	£28.99
Twisted Gameshow	£33.99
Virtuoso	£34.99
Way of the Warrior	£38.99
World Cup Golf	£32.99

AMIGA

All Terrain Racing	£17.99
A Train + Construction Set	£12.99
Alien Breed 2	£17.99
Alien Olympics	£17.25
All New World of Lemmings	£19.49
Armour Geddon 2	£17.99
Award Winners 3	£20.99
Beau Jolly Compilation	**£23.99**
Beneath a Steel Sky	£22.49
Blues Brothers	£7.99
Burntime	£17.99
B17 Flying Fortress	£13.25
Campaign 2	£22.99
Cannon Fodder 2	£19.99
Champ Manager Italia '95	£25.25
Champions of Sport Compilation	£14.99
Classic Collection - Delphine	£19.49
Classic Collection - Lucas Arts	£19.49
Club Football - The Manager	£18.99
Cricket Masters	£18.99
Cricket 94/95 Data Disk	£9.25
Dawn Patrol	£22.49
Desert Strike	£10.49
Dreamweb	£22.49
Dungeon Master 2 (A600)	£22.49
Fantasy Manager Baddiel & Skinner	£15.49
Fields of Glory	£22.99
FIFA International Soccer	**£22.49**
Football Glory	£17.49
Front Lines	£22.49
Graham Gooch Test Match Special	£18.99
Grand Prix (F1)	£12.99
Gunship 2000	£13.99
High Seas Trader	£22.49
John Madden American Football	£10.99
Jungle Strike	£17.49
Kings Quest 6	£22.49
Le Chuck's Revenge	13.49
Le Chuck's Revenge & Monkey Island 2	£24.99
Legends of Valour	10.99
Man Utd Prem Champions 94/95 Data	£8.99
Man Utd - Prem League	£18.99
Mortal Kombat 2	**£19.99**
On The Ball League Edition	£18.99
Overlord	£19.99
PGA European Tour	£17.49
PGA Tour Golf Plus	£11.99
Powerdrive	£19.99
Premier Manager 3	£16.99
Rise of the Robots	£25.99
Road Rash	£10.49
Secret of Monkey Island	£12.99
Sensible World of Soccer	£19.99
Shadow Fighter	£18.99
SIM City Classics	£23.49
Skidmarks 2	£19.99
Streetfighter 2	£11.49
Syndicate	£22.99
Theme Park	£23.99
Valhalla 2	£23.99
Zeewolf	£19.99

CD 32

All Terrain Racing	£19.99
Baddiel & Skinner	£21.99
Beneath A Steel Sky	£21.99
Cannon Fodder	£21.99
Gunship 2000	£19.49
James Pond 3	£14.99
Jungle Strike	£19.49
Little Divil	£18.99
Mega Race	£23.99
PGA European Tour	£18.99
Rise of the Robots	£24.49
Roadkill	£19.99
Skeleton Krew	£21.99
Speedball 2	£12.99
Subwar 2050	£19.99
Super Stardust	£19.99
Theme Park	£23.99
Tower Assault	£19.99
UFO	£19.99
Ultimate Body Blows	£19.99
Wild Cup Soccer	£14.99

AMIGA 1200

Dreamweb	£22.99
Dungeon Master 2	£22.49
Football Glory	£12.49
Guardian	£19.99
High Seas Trader	£22.49
Jungle Strike	£18.99
Kick Off 3	£19.49
Lion King	£19.99
On The Ball League Edition	£20.99
PGA European Tour	£18.49
Premier Manager 3	£17.99
Roadkill	£19.99
Sim City 2000	£22.99
Star Trek 25th Anniversary	£23.49
Subwar 2050	£22.99
Super Stardust	£19.49
Theme Park	£23.99
TFX	£25.25
U.F.O	£22.99

JAGUAR

Atari Jaguar + Cybermorph	£199.99
Alien VS Predator	£46.99
Cannon Fodder	£37.99
Chequered Flag	£45.99
Club Drive	£39.99
Doom	£46.99
Dragon	£45.99
Kasumi Ninja	£47.99
Iron Soldier	£42.99
Tempest 2000	£39.99
Wolfenstein	£40.99
Spare Pad	£19.99

CD ROM

Alone in the Dark 3	£34.99
Big Red Adventure	£25.25
Dark Forces	£34.49
Doom 2	£36.75
Ecstatica	£31.99
Encarta '95	**£67.99**
Interactive Coll Vol 1 (16 titles)	£31.99
Kings Quest 7	£27.99
Little Big Adventure	£34.99
Magic Carpet	**£31.99**
Nascar	£25.25
Pizza Tycoon	£27.99
Rebel Assault	£30.49
Rise of the Robots	£24.99
Star Trek - Next Gen	£31.99
Ten Year Anthology (Interplay)	£24.99
Theme Park	**£27.99**
Under a Killing Moon	£35.99
US Navy Fighters	£34.99
Wings of Glory	£31.49
Wing Commander 3	£37.99

100's MORE AVAILABLE, ALSO PC DISKS - PLEASE RING

NO MEMBERSHIP FEE

All Prices Include VAT.

- EXTRA FAST DELIVERY, 2-3 WORKING DAYS ON STOCK ITEMS. (PLEASE ALLOW 7 DAYS FOR CLEARANCE IF SENDING A CHEQUE.
- ALL ITEMS ORDERED FROM US ARE FULLY INSURED AGAINST LOSS OR DAMAGE
- ALL ITEMS LISTED ARE NORMALLY IN STOCK AND ARE DISPATCHED THE SAME DAY WHENEVER POSSIBLE.
- ALL GOODS ARE FULLY GUARANTEED. IF ANY ITEM DOESN'T WORK AS IT SHOULD, WE'LL REPLACE IT IMMEDIATELY AT NO COST TO YOU.
- 1000'S OF TITLES AVAILABLE, IF YOU CAN'T SEE THE ITEM YOU WANT, PLEASE RING AS STOCK ARRIVES DAILY. SOFTWARE AND ACCESSORIES AVAILABLE FOR ALL MACHINES.
- ORDER BY PHONE, FAX OR THROUGH OUR EXCLUSIVE FREE POST SERVICE.

100's of accessories available - E.g. JOYSTICKS, SPEAKERS, SOUND CARDS. Also HARDWARE - PLEASE RING

01924 473157
SALES HOTLINES
OPEN SEVEN DAYS A WEEK

FAX ORDERS ON - 01924 473157 (24 HOURS A DAY)

- LINES OPEN 9AM-8PM MON-FRI, 9AM-7PM SAT, 10.30AM-4PM SUN. ANSWERPHONE ALL OTHER TIMES.
- ORDER BY CREDIT CARD, CHEQUE POSTAL ORDERS OR CASH (PLEASE SEND CASH IN A REGISTERED ENVELOPE FOR YOUR OWN PROTECTION.
- NEXT DAY DELIVERY £3.50 FOR ORDERS UP TO £50, £5 FOR ORDERS OVER £50, PLEASE ORDER BEFORE 3PM TO ENSURE IMMEDIATE DESPATCH.

GAMEplay

Cut Out This order form and post to :

GAMEPLAY, FREEPOST LS5924, BATLEY, W. YORKSHIRE WF17 7BR.

ITEM	MACHINE	PRICE
		£
		£
		£
		£
		£
		£
	P&P	£
	TOTAL	£

Postage is **FREE** on all accessories and orders of more than one item. Please ADD £1 for orders of just one software item.

NAME: .....

ADDRESS: .....

.....

POSTCODE: ..... SIGNATURE: .....

TEL: ..... FAX: .....

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐ Access VISA DELTA

CARD NUMBER ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐

Cheques payable to 'Gameplay'.

Prices correct at time of going to press. E & OE.

CVG4

WE'VE SAVED THE BEST FOR LAST!

International Superstar Soccer

NMS 96%... The best football game ever.

CVG 96%... The best football game to be released on any format.

KONAMI

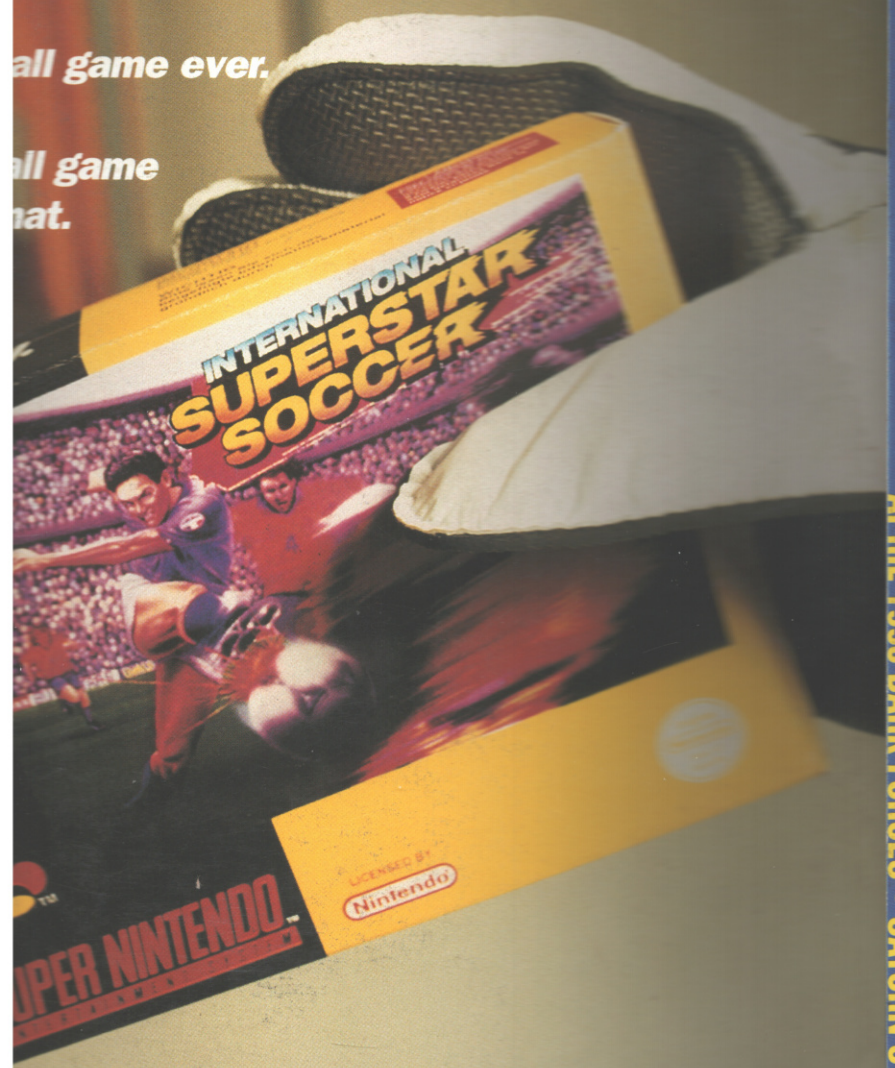
SUPER NINTENDO™ ENTERTAINMENT SYSTEM

AVED THE BEST
R LAST!

International
uperstar Soccer

all game ever.

all game
hat.



SUPER NINTENDO
ENTERTAINMENT SYSTEM

MORE THAN JUST DOOM WITH LASERS

APRIL 1995 DARK FORCES • SATURN STAR WARS

F

ONLY £2.25

THE BEST

COMPUTER AND VIDEO GAMES

reviewed!
PLAYSTATION
RAIDEN
Proof that a game doesn't have to be flash to be good!

JUNGLE STRIKE
the Mega Drive monster hits SNES, PC and Game Boy!

EVERY MAJOR GAME REVIEWED AND RATED

100% INDEPENDENT

SPRING SOFTWARE SIZZLE

TRUE LIES – Is Arnie back with a bang, or a whimper?

TOUGHM
of powe